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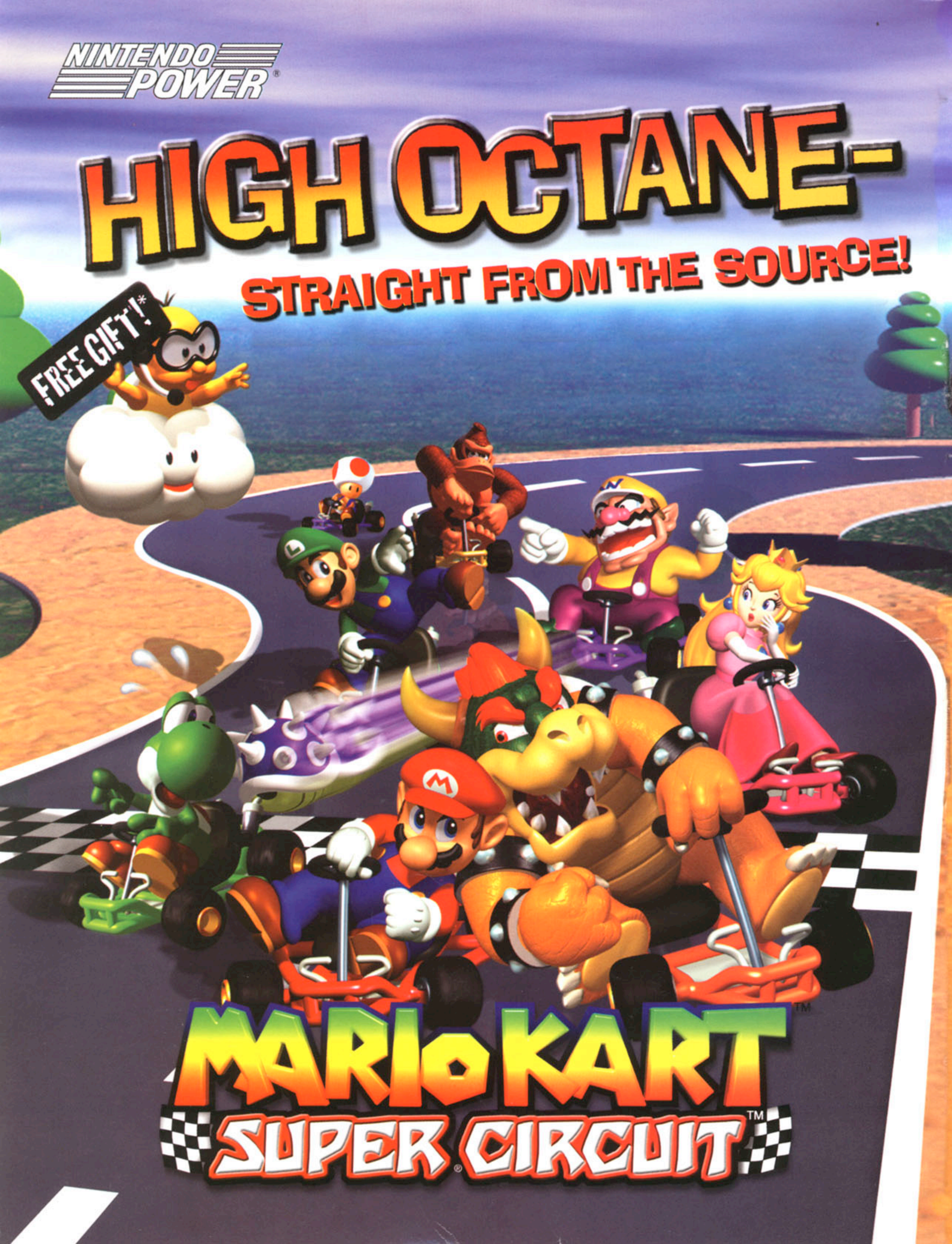

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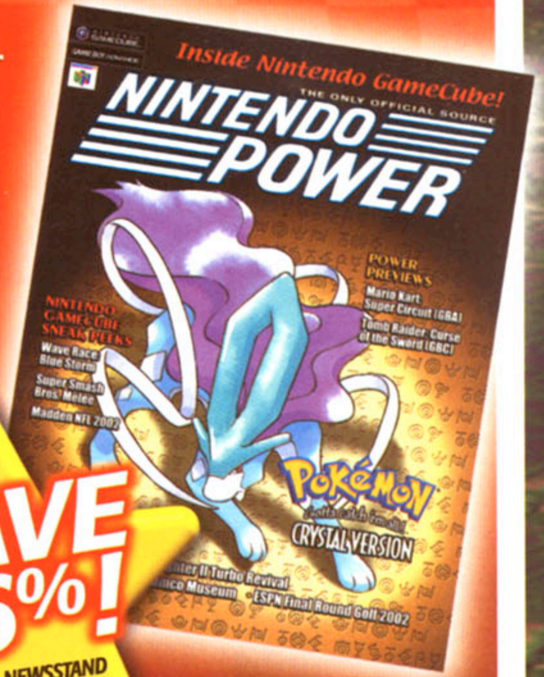

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The Nintendo Power Advance guide through GBA RPG extraordinaire Golden Sun shines a bright light on the game's dark secrets. Our huge review includes maps of every town, dungeon and cave, descriptions of every hero and villain and recommended armor and weapon buys for every shop. It also features a comprehensive explanation of the powers of Psynergy and the combinations that result from mixing every type of Psynergy with each of the 28 Djinn. It's glowing with useful info.

WARIO LAND 4 — 52

You'll treasure your time in Wario Land 4 when you get your hands on our secret-packed review of the game. It includes maps with the locations of every item, descriptions of Wario's 10 wacky incarnations and minigame strategies.

HARRY POTTER AND THE SORCERER'S STONE — 72

Prepare for magical fun as you enroll in Hogwarts School of Witchcraft & Wizardry, play Quidditch for the Gryffindor team and learn every spell in the book. Our full-scale review of Harry's first adventure leaves no stone unturned.

BREATH OF FIRE — 88

Capcom's classic Breath of Fire has gone portable with Game Boy Advance. Our thorough review of the game covers the complete adventure of Ryu and his companions with a huge world map, in-depth strategies and item descriptions.

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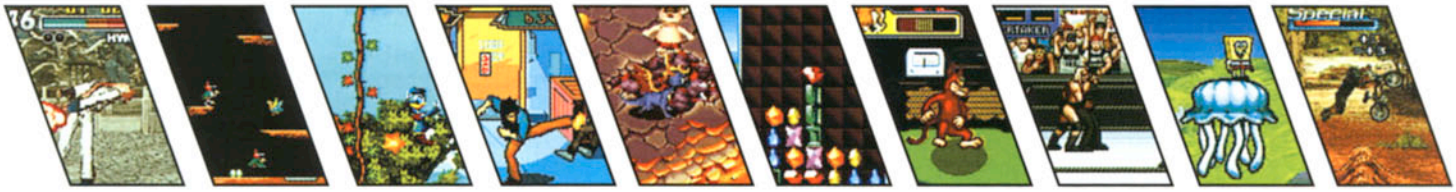
Get the lowdown on the features and highlights of more than 20 new releases for Game Boy Advance. Buyer's Guide entries include capsule reviews of Tekken Advance, Midway's Greatest Arcade Hits and Jackie Chan Adventures.



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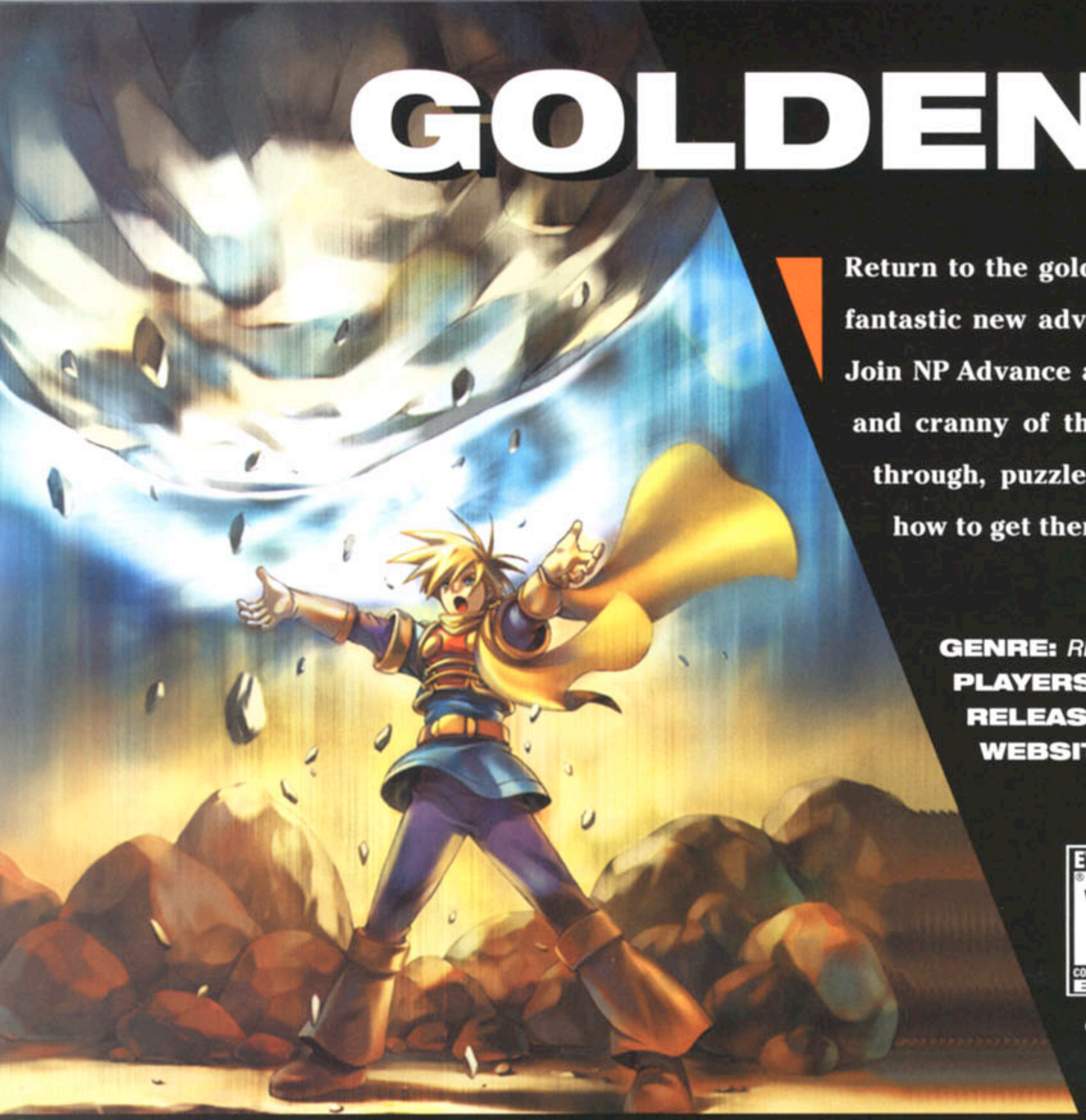

GOLDEN SUN

Return to the golden age of RPGs with Golden Sun, a fantastic new adventure from Nintendo and Camelot. Join NP Advance as we take you through every nook and cranny of the immense title—including a walk-through, puzzle solutions, lists of Psynergies and how to get them, and locations of the elusive Djinn.

GENRE: *RPG*
PLAYERS: *1 TO 2*
RELEASE: *NOVEMBER 2001*
WEBSITE: *GAMEBOY.COM/GOLDENSUN*

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

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A WAY TO PLAY

Though the main Golden Sun adventure is a one-person affair, the game contains a two-player mode that lets friends send their parties into battle. You will need two copies of the game, two Game Boy Advance units and a single Game Link Cable to take advantage of Golden Sun's multiplayer mode.

SINGLE PLAY **BATTLE MODE**

INTRODUCING THE ADEPTS

Adepts are warriors who can use Psynergy—a kind of magic that uses the power of the mind. Though most Adepts come from the town of Vale, there are a few who hail from parts unknown. There are four Adept types: Earth (Venus), Fire (Mars), Wind (Jupiter) and Water (Mercury).

ISAAC

Adept Type: Earth
Age: 17

Isaac is the leader of your party and the hero of Golden Sun. He is a well-balanced character with a good heart, though he tends to waffle when it comes to making tough decisions.

GARET

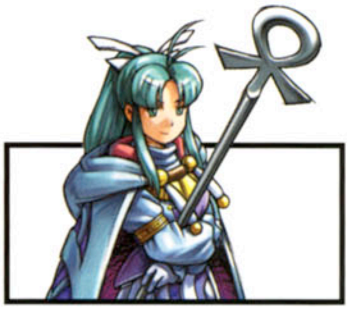
Adept Type: Fire
Age: 17

Garet has been Isaac's best friend since childhood, but the two couldn't be more different. Where Isaac is quiet and thoughtful, Garet is brash and bold. He has more Hit Points than any other character.

IVAN

Adept Type: Wind
Age: 15

Ivan is incredibly powerful for one so young, and he can use Psynergy that others cannot—such as Mind Read and Whirlwind. Ivan is physically weak and has a low Defense, so watch his HP carefully.



MIA

Adept Type: Water
Age: 17

Mia is a healer from the town of Imil. While her water-based attacks deal only moderate damage, she can heal wounded party members and even restore their lives once she gains enough experience.

JENNA

Adept Type: Fire
Age: 17

Jenna's entire family was lost in a terrible storm—but a stranger who bears an eerie resemblance to her long-lost brother, Felix, is about to make her life very complicated.

SHEBA

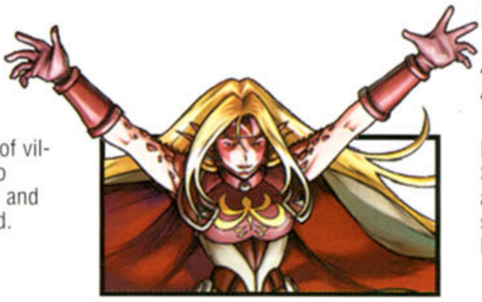
Adept Type: Wind
Age: 15

Though she doesn't appear until the end of the game, Sheba has a very important role to play. Little else is known about the mysterious Wind Adept.

SATUROS

Adept Type: Fire
Age: Unknown

Saturos is the leader of a crew of villains who will stop at nothing to secure the four Elemental Stars and use that power to rule the world.



MENARDI

Adept Type: Fire
Age: Unknown

Menardi shares leadership duties with Saturos and is even more heartless and cunning—if such a thing is possible. Her Psynergy, especially the Fire type, is extremely potent.

ALEX

Adept Type: Water
Age: Unknown

Alex used to be Mia's apprentice, but he rejected the life of a healer and threw his lot in with Saturos and Menardi. They regard him as an annoyance but will use him as long as it serves their needs.

FELIX

Adept Type: Earth
Age: Unknown

Is Felix truly Jenna's supposedly dead brother, or is it some kind of trick? He knows much about Jenna and obviously cares for her, and he often defies the will of Saturos and Menardi when it comes to Jenna's well-being.

THE DJINN WITHIN

As you play, you will encounter small creatures called Djinn. (Djinni is singular, Djinn is plural.) Your party members can join with a Djinni, which gives them new powers, advanced Psynergy and altered stats. There are four elemental types of Djinn (Venus, Mars, Jupiter and Mercury) and seven Djinn of each type—making a total of 28 Djinn in the game.

VENUS

Element: Earth

Venus Djinn harness the power of the earth, including rocks and plant life, to attack their foes.

MARS

Element: Fire

The Mars Djinn specialize in powerful attacks, using the power of fire to burn their enemies.

JUPITER

Element: Wind

Jupiter Djinn tend to give their users defensive powers, such as raised elemental resistance and greater agility.

MERCURY

Element: Water

Mercury Djinn can heal single players or whole parties, as well as dishing out fierce attacks of their own.

DJINN CHART

In addition to bestowing special powers, Djinn can also affect a character's stats. Though most Djinn work best when paired with a character who shares their elemental type, you can create surprising combinations by tinkering. Each Djinni's special power and status effects are listed in the chart below.

VENUS

FLINT pg. 17

HP	EP	Attack	Defense	Agility	Luck
+8	+4	+3	0	0	0

Effect: Strikes a blow that can cleave stone

GRANITE pg.21

HP	EP	Attack	Defense	Agility	Luck
+9	0	0	+2	+2	+1

Effect: Creates a mighty earth barrier

QUARTZ pg. 28

HP	EP	Attack	Defense	Agility	Luck
+10	+3	0	0	+3	0

Effect: Revives a downed ally

VINE pg. 34

HP	EP	Attack	Defense	Agility	Luck
+12	+4	0	+3	0	+1

Effect: Tangles a foe to drop its agility

SAP pg. 36

HP	EP	Attack	Defense	Agility	Luck
+10	0	+3	0	0	+1

Effect: Attacks a foe and steals its HP

GROUND pg. 38

HP	EP	Attack	Defense	Agility	Luck
+9	+3	0	0	+3	0

Effect: Uses gravity to hold a foe

BANE pg. 38

HP	EP	Attack	Defense	Agility	Luck
+12	0	+4	0	0	0

Effect: Attacks with nature's venom

MARS

FORGE pg. 18

HP	EP	Attack	Defense	Agility	Luck
+10	0	+2	0	+2	+2

Effect: Boosts party's attack with flame fury

FEVER pg. 23

HP	EP	Attack	Defense	Agility	Luck
+8	0	+3	0	+2	0

Effect: Wraps a foe in feverish delusion

CORONA pg. 29

HP	EP	Attack	Defense	Agility	Luck
+12	+3	0	+3	0	+1

Effect: Boosts party's defense with a heat aura

SCORCH pg. 35

HP	EP	Attack	Defense	Agility	Luck
+8	0	+3	0	0	0

Effect: Stuns foe with a blast attack

EMBER pg. 39

HP	EP	Attack	Defense	Agility	Luck
+9	+4	0	+2	+2	0

Effect: Restores party's PP with passion flames

FLASH pg. 46

HP	EP	Attack	Defense	Agility	Luck
+14	+3	0	+2	0	0

Effect: Blocks damage to party with a firewall

TORCH pg. 48

HP	EP	Attack	Defense	Agility	Luck
+9	0	+3	0	0	+1

Effect: Penetrates defense of foe with melting blast

JUPITER

GUST pg. 19

HP	EP	Attack	Defense	Agility	Luck
+9	0	+2	0	+2	0

Effect: Attacks with mighty wind gusts

BREEZE pg. 21

HP	EP	Attack	Defense	Agility	Luck
+12	+5	0	+2	0	+1

Effect: Boosts elemental resistance of party

ZEPHYR pg. 26

HP	EP	Attack	Defense	Agility	Luck
+11	+3	0	0	+2	+1

Effect: Boosts party agility with a swift wind

SMOG pg. 34

HP	EP	Attack	Defense	Agility	Luck
+9	0	+3	0	0	0

Effect: Veils a foe's vision in smoke

KITE pg. 37

HP	EP	Attack	Defense	Agility	Luck
+8	+4	0	0	+3	0

Effect: Attacks twice next round

SQUALL pg. 40

HP	EP	Attack	Defense	Agility	Luck
+10	0	+5	0	0	0

Effect: Paralyzes a foe with a storm

LUFF pg. 48

HP	EP	Attack	Defense	Agility	Luck
+11	+5	0	+2	0	+1

Effect: Seals a foe's Psynergy

MERCURY

FIZZ pg. 25

HP	EP	Attack	Defense	Agility	Luck
+9	+4	0	+3	0	0

Effect: Restores HP with calming water

SLEET pg. 25

HP	EP	Attack	Defense	Agility	Luck
+12	0	+3	0	0	+1

Effect: Drenches a foe to drop its attack

MIST pg. 28

HP	EP	Attack	Defense	Agility	Luck
+11	0	+4	0	0	0

Effect: Lulls a foe into deep sleep

SPRITZ pg. 32

HP	EP	Attack	Defense	Agility	Luck
+8	+4	0	0	+3	0

Effect: Restores party's HP with soothing mist

HAIL pg. 40

HP	EP	Attack	Defense	Agility	Luck
+9	0	+4	0	0	+1

Effect: Freezes a foe to drop its defense

TONIC pg. 44

HP	EP	Attack	Defense	Agility	Luck
+8	+3	0	+2	0	+2

Effect: Heals all party ailments

DEW pg. 47

HP	EP	Attack	Defense	Agility	Luck
+13	+4	0	0	+4	0

Effect: Revives a downed ally

PSYNERGY CHART

The chart below shows how different Djinn combinations affect your Psynergy. Experiment to find the blend you like the best. Blank spots mean that there is no change.

VENUS · MARS · JUPITER · MERCURY

The name of the Djinni will not change Psynergy. Only the elemental type (Venus, Mars, etc.) matters.

	ISAAC	GARET	IVAN	MIA
Levels 1-6	(Venus) Quake/Earthquake/Spire/Cure (Mars) Growth/Blast (Jupiter) Gaia/Delude (Mercury) Thorn/Cure Poison	(Mars) Flare/Flare Wall/Fire (Venus) Growth/Blast (Jupiter) Ward/Delude (Mercury) Blast/Cure Poison/Guard	(Jupiter) Ray/Whirlwind (Venus) Bolt/Flash Bolt/Growth/Cure (Mars) Slash (Mercury) Prism/ Plasma	(Mercury) Ply/ Cure Poison/Frost/Tundra/Ice (Venus) Froth/Growth/Cure/Cure Well/Cure P. (Mars) Douse/Prism/Cure Poison (Jupiter) Prism/Plasma
Levels 7-10	(Venus) Quake/Earthquake/Spire/Cure/Cure W. (Jupiter) Gaia/Weaken/Delude (Mercury) Thorn/Ply/Cure Poison/Avoid	(Mars) Flare/Flare Wall/Fire/Volcano (Jupiter) Volcano/Ward/Weaken/Delude (Mercury) Blast/Mad Blast/Ply/Cure Poison/ Guard/Avoid	(Jupiter) Ray/Whirlwind/Plasma/Impact (Venus) Bolt/Flash Bolt/Growth/Cure/Cure W. (Mars) Slash/Wind Slash/Plasma (Mercury) Prism/ Plasma/Impact	(Jupiter) Prism/Plasma/Impact
Levels 11-14	(Venus) Ragnarok/Quake/Earthquake/ Quake Sphere/Spire/Cure/Cure Well (Mars) Planet Diver/Growth/Mad Growth/ Blast (Jupiter) Astral Blast/Gaia/Weaken/Delude/ Sleep (Mercury) Cutting Edge/Thorn/Briar/Ply/ Cure Poison/Restore/Avoid	(Mars) Heat Wave/Flare/Flare Wall/Fire/ Fire Ball/Volcano (Venus) Planet Diver/Growth/Mad Growth/ Blast (Jupiter) Astral Blast/Volcano/Ward/Weaken/ Delude/Sleep (Mercury) Cutting Edge/Blast/Mad Blast/Ply/ CurePoison/Restore/Guard/Avoid	(Jupiter) Ray/Storm Ray/Whirlwind/Plasma/ Impact/Sleep (Venus) Bolt/Flash Bolt/Growth/Mad Growth/ Cure/Cure Well	(Mercury) Ply/ Cure Poison/Restore/Frost/ Tundra/Ice (Venus) Froth/Froth Sphere/Growth/Mad Growth/Cure/Cure Well/Cure Poison (Mars) Douse/Drench/Prism/Cure Poison/ Restore
Levels 15-16	(Venus) Ragnarok/Quake/Earthquake/Gaia/ Quake Sphere/Spire/Cure/Cure Well (Mars) Planet Diver/Spire/Growth/ Mad Growth/Blast/Nova/Impair (Jupiter) Astral Blast/Gaia/Impact/Ward/ Weaken/Delude/Sleep (Mercury) Cutting Edge/Thorn/Briar/Ply/ Ply Well/Wish/Cure Poison/ Restore/Avoid	(Mars) Heat Wave/Flare/Flare Wall/Fire/ Fire Ball/Volcano/Guard/Protect/ Impair (Venus) Planet Diver/Spire/Growth/ Mad Growth/Blast/Nova/Impair (Jupiter) Astral Blast/Volcano/Impact/Guard/ Protect/Ward/Weaken/Delude/Sleep (Mercury) Cutting Edge/Blast/Mad Blast/Ply/ Ply Well/Wish/Cure Poison/Restore/ Guard/Protect/Avoid	(Jupiter) Ray/Ray Storm/Whirlwind/Plasma/ Impact/Ward/Sleep (Venus) Bolt/Flash Bolt/Growth/Mad Growth/ Cure/Cure Well/Ward (Mars) Slash/Wind Slash/Plasma/Volcano/ Ward (Mercury) Prism/Plasma/Wish/Impact	(Mercury) Ply/Ply Well/Wish/Cure Poison/ Restore/Frost/Tundra/Ice (Venus) Froth/Froth Sphere/Growth/ Mad Growth/Cure/Cure Well/Wish/ Cure Poison/Restore (Mars) Douse/Drench/Prism/Volcano/Wish/ Cure Poison/Restore (Jupiter) Prism/Plasma/Wish/Impact
Level 17	(Mars) Planet Diver/Spire/Growth/ Mad Growth/Blast/Nova/Impair/Haunt (Jupiter) Astral Blast/Gaia/Impact/Ward/ Weaken/Delude/Sleep/Haunt	(Venus) Planet Diver/Spire/Growth/ Mad Growth/Blast/Nova/Impair/Haunt	(Jupiter) Ray/Ray Storm/Whirlwind/Plasma/ Impact/Ward/Sleep/Bind	(Mercury) Ply/Ply Well/Wish/Cure Poison/ Restore/Frost/Tundra/Ice/Ice Horn

Level 18-25

More Psynergy is available as you gain both Experience Points and Djinn. Spend time mixing and matching your Djinn to see what combinations you can make. Remember that Djinn do not always add Psynergy to a character. Also, you can gain new Psynergy by earning Experience Points in battle and raising your level.

	ISAAC	GARET	IVAN	MIA
(Venus)	4th	3rd	2nd	1st
(Mercury)	1st	2nd	3rd	4th
(Mars)	3rd	4th	1st	2nd
(Jupiter)	2nd	1st	4th	3rd

MIXED PSYNERGY

What Psynergy will you gain if you have multiple Djinn of different types? There are three possibilities. First, if you Set a Djinni that is not your Adept type, you will gain that Djinni's Psynergy—no matter how many Djinn of your own type you have. Secondly, if you have more Djinn of a certain elemental type, you will get that matching Psynergy from the above chart. For example: If a level-16 Ivan has four Mercury Djinn and a Jupiter Djinn, he would have the Prism, Plasma, Wish and Impact Psynergies. Finally, refer to the chart on the left if there is a tie between Djinn. For example: If a level-5 Isaac has one Venus, one Mercury, one Mars and one Jupiter Djinni, he would gain Psynergy from the Mercury Djinni. If you took away the Mercury Djinni, he would then gain Psynergy from the Jupiter Djinni.

SUMMONED SPIRIT CHART

Djinn can be used to summon spirits into battle. If you link multiple Djinn of the same elemental type together, they can summon a more powerful creature. You can use a maximum of four Djinn when summoning. Summoned creatures, and the number of Djinn required, are listed below.

VENUS

1 VENUS

A single Earth Djinni can summon Venus to attack its foes.

2 RAMSES

He shares the name of a pharaoh, but don't expect gold coffins or ancient mummies. Ramses strikes his enemies with blows from a powerful fist.

3 CYBELE

Tree-headed Cybele uses the power of plants to entangle enemies in a choking growth of thorny vines and flowers.

4 JUDGMENT

Don't be found wanting when Judgment comes calling. He descends from the sky to wreak havoc on all who dare oppose him.

MARS

1 MARS

You can summon Mars to incinerate your enemies with one Fire Djinni.

2 KIRIN

Kirin is a mythical flaming creature that runs through the battlefield immolating everything in its path.

3 TIAMAT

Three Mars Djinn can combine to summon Tiamat, a mighty dragon that cooks enemies to a crisp with a massive burst of flame.

4 METEOR

The most powerful Summon attack of all is Meteor, which sends an immense, flaming battle of rock crashing to earth.

JUPITER

1 JUPITER

Summon mighty Jupiter with the power of a Wind-type Djinni.

2 ATALANTA

Known as the Heavenly Huntress, Atalanta overwhelms her enemies with a deadly barrage of bolts from the skies.

3 PROCNE

Not content to stoop to an enemy's level, Procne actually lifts an enemy into the air. Once airborne, the enemy is subject to fierce wind attacks.

4 THOR

Feeling Thor? Take some athprin! Rest assured, your enemies will feel plenty sore after the god of thunder has his way with them.

MERCURY

1 MERCURY

Mercury can be summoned by using a single Water Djinni.

2 NEREID

The princess of the sea spirits is Nereid, a beautiful woman who really packs a wallop. Her powerful water geyser is a sight to behold.

3 NEPTUNE

It's a whale of a tale when three Mercury Djinn join forces to summon Neptune. The huge whale attacks enemies with a well-placed energy beam.

4 BOREAS

Though it looks like a sno-cone machine, Boreas is actually a robot that spews gigantic chunks of ice.

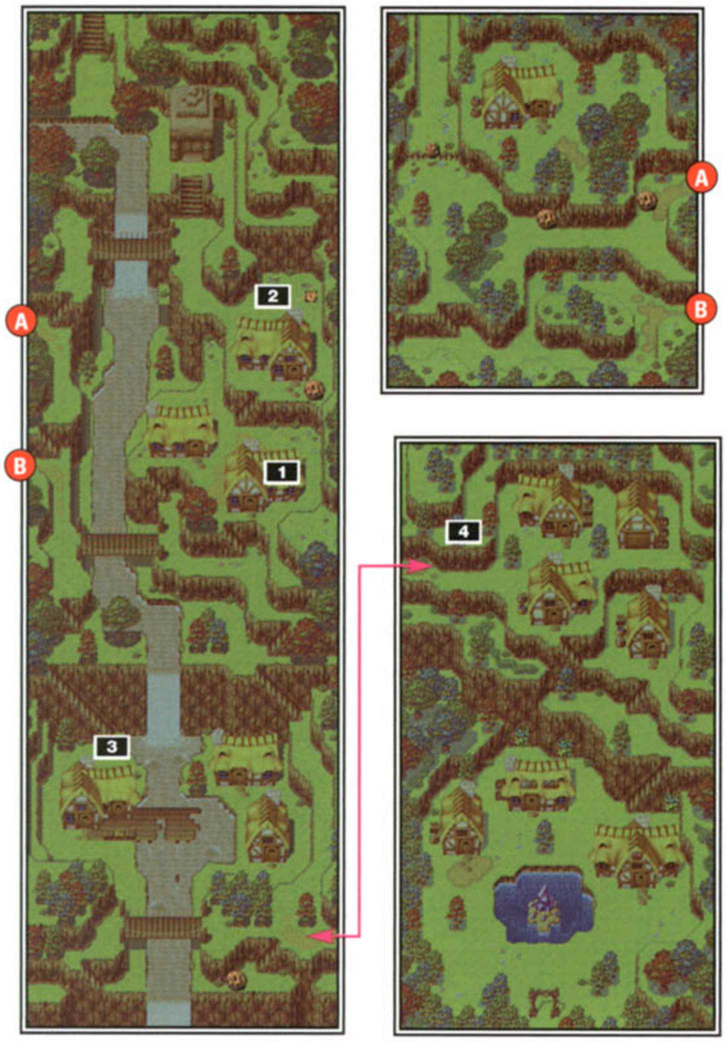
OVERWORLD MAP

Once you leave the town of Vale, you'll be able to access the overworld map. When in the overworld, press the L Button to zoom out of your current location and the R Button to bring up a detailed map. Use the Control Pad to select locations on the map.

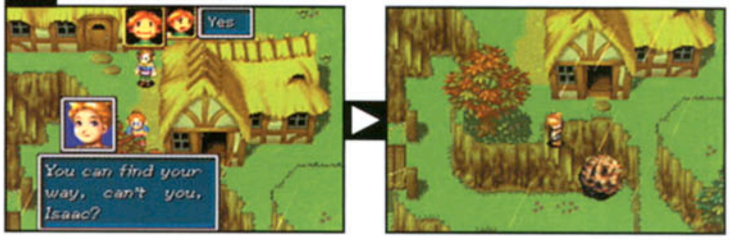
① VALE	⑨ IMIL	⑰ LAMA TEMPLE	㉕ SUHALLA
② VAULT	⑩ MERCURY LIGHTHOUSE	⑱ LAMAKAN DESERT	㉖ SUHALLA DESERT
③ GOMA CAVE	⑪ KOLIMA BRIDGE	⑲ KALAY / KALAY DOCKS	㉗ VENUS LIGHTHOUSE
④ BILIBIN	⑫ FUCHIN TEMPLE	⑳ TOLBI / TOLBI DOCKS	㉘ LALIVERO
⑤ BILIBIN BARRICADE	⑬ MOGALL FOREST	㉑ ALTMILLER CAVE	㉙ BALI'S LIGHTHOUSE
⑥ KOLIMA	⑭ XIAN	㉒ GONDOWAN CAVE	? CROSSBONE ISLE
⑦ KOLIMA FOREST	⑮ ALPINE CROSSING	㉓ LUNPA	(yellow circle) TURTLE BOOTS
⑧ BILIBIN CAVE	⑯ ALTIN	㉔ GONDOWAN PASSAGE	(red circle) HIDDEN DJINN

THE TOWN OF VALE

The story begins in the sleepy town of Vale—but it isn't sleepy anymore. Thieves have attempted to break into Sol Sanctum, a sacred temple at the top of nearby Mt. Aleph, and their meddling has unleashed a powerful storm and rock slide. Get out of bed and head for the town plaza before you're crushed by falling boulders!



1 GOOD MORNING?



What a way to wake up. Isaac's mother, Dora, awakens him with the terrible news and tells him to head for the town plaza. Head south, but don't be surprised if boulders and other obstacles block the main pathway. Take one last look at your father, because he won't survive the storm.

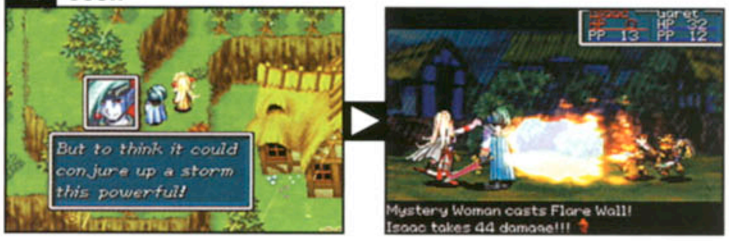
2 GRAB A BUDDY

Just north of Isaac's house, your childhood friend Garet is struggling to haul a heavy chest full of personal belongings. Talk to Garet and convince him to leave the chest behind, then join forces and make for the plaza. Along the way, you'll see the town elders struggling to hold back a giant boulder with their dwindling Psynergy.

3 LEND A HAND

Before reaching the plaza, you'll encounter Jenna's family. Her brother, Felix, is trapped in the middle of a swollen, raging river. Talk to Jenna's mom and agree to get help, then run to the town plaza in the southeast. Despite your best efforts, her family will be washed away as soon as you return with assistance.

4 OUCH



As if losing your father and the family of your friend wasn't enough, a pair of extremely nasty bad guys challenge you to a fight. You can't run from the battle, but you can't win, either—so put on a brave face and fight for all you're worth.

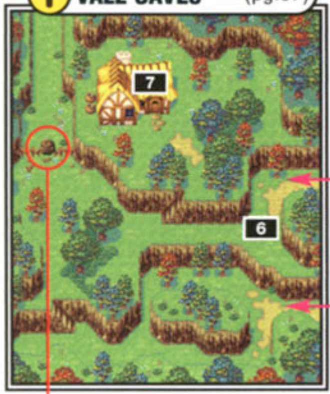
SEARCH EVERYTHING

Special items are hidden everywhere in Golden Sun, so make sure that you search carefully. Barrels, boxes, crates and vases are the most common hiding places, but you'll sometimes find an item in a strange location such as an oven or a stewpot. Also, be sure to examine bookshelves. The books will occasionally contain a useful bit of information. Once you learn Reveal, hidden items will sparkle.

THREE YEARS LATER . . .

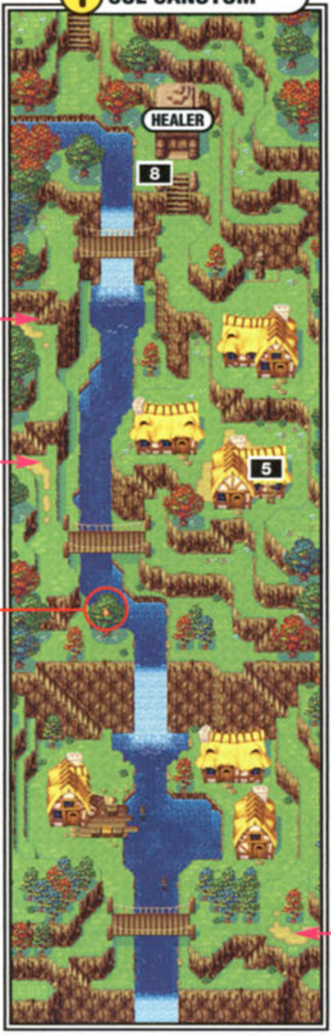
Three years after the terrible storm destroyed both lives and property, much rebuilding and healing has taken place. Isaac and Garet survived the attack and have grown strong in both body and mind. Trouble still looms on the horizon, however, as a number of troublemakers are plotting to invade Sol Sanctum and harness its power for themselves.

VALE CAVES (pg.37)



Once you learn Lift, return to Vale and use it to remove this boulder and access a cave. See Page 37 for details.

SOL SANCTUM



Once you receive the Catch Beads, you can use Catch Psynergy to grab items that are out of reach—such as orange Nuts that replenish 200 HP when used.

WORLD MAP

The doors on this house are locked at the beginning of the game. Much later, when you make a return trip to your hometown, they will be open.

Return to Vale after Ivan joins your party and use Whirlwind to remove these leaves and reveal a hidden cave that contains Power Bread. The bread will permanently boost one character's HP.

Vale's gigantic Psynergy Stone will restore the entire party's PP. Smaller Psynergy Stones are scattered throughout the game.

5 ADEPT ON THE ROOF

As the next chapter of Golden Sun opens, Isaac is repairing his mother's roof. He'll soon be called away to see a wise old scholar named Kraden.

6 BACK FOR MORE

Saturos and Menardi make a return appearance as you walk toward Kraden's house. They'll ask you a series of leading questions but eventually let you pass unscathed—no matter what your answers are.

VALE SHOPS

POTIONS	ARMOR	WEAPONS
Herb / 10 coins	Cotton Shirt / 20 coins	★ Long Sword / 200 coins
Antidote / 20 coins	★ Travel Vest / 50 coins	Short Sword / 120 coins
	One-Piece Dress / 25 coins	Mace / 80 coins
	★ Wooden Shield / 40 coins	Wooden Stick / 40 coins
	Padded Gloves / 10 coins	
	★ Leather Cap / 30 coins	

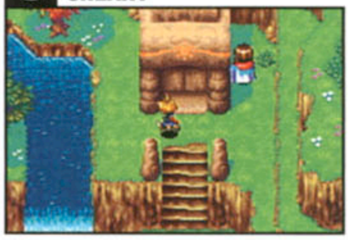
★ Recommended Items

When you buy enough items from a shop, you'll receive a Game Ticket. See page 39 for info on the use of Game Tickets.

7 MISSION ACCEPTED

Kraden is planning an excursion to Sol Sanctum, and he'll invite your party along for the ride. Agree to accompany the scholar, but be sure to ransack his house before setting out.

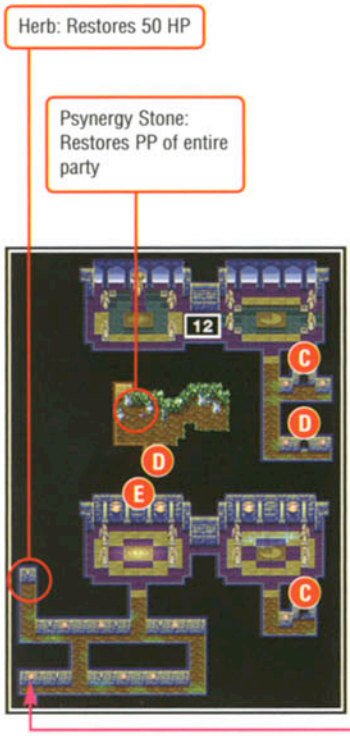
8 SNEAKY

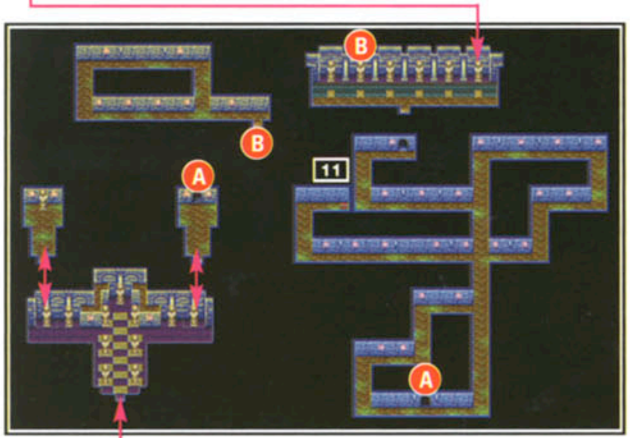


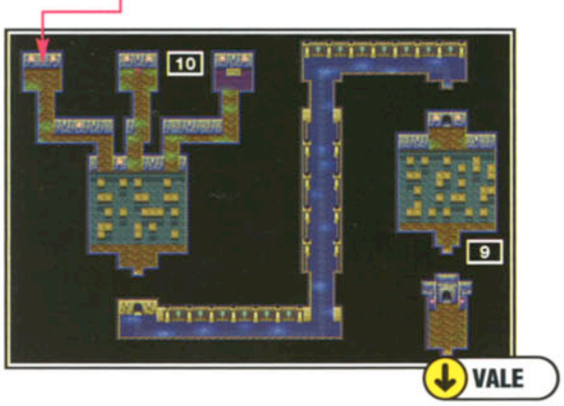
The path to Sol Sanctum is guarded by a plump monk. Wait for him to walk around the right-hand side of a nearby building, then slip past him and head up the mountain.

SOL SANCTUM

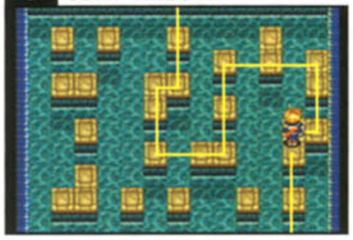
Sol Sanctum was constructed to house the four Elemental Stars—incredibly powerful units of energy that can be combined to harness the power of alchemy. You'll need to trek deep into the heart of Sol Sanctum to find the stars, but be wary! Monsters prowl the temple's long-deserted hallways, so buy weapons and armor in Vale before entering.





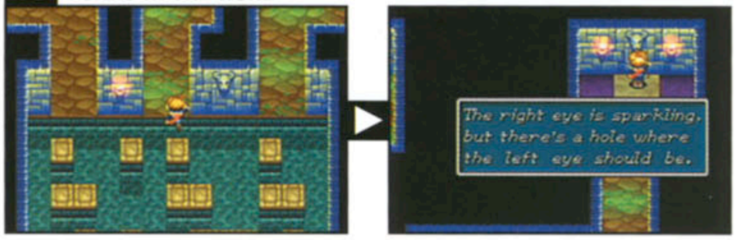


9 JUMP AROUND

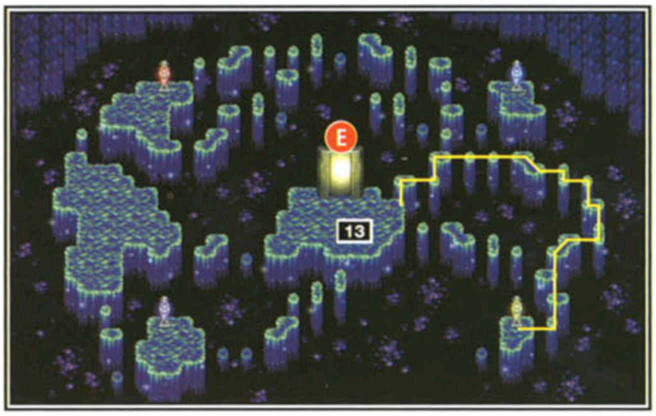


Isaac (and party) can jump across any gap one space wide. Upon entering Sol Sanctum, jump on the far-right block, then make your way north. The correct pattern is shown above with a yellow line.

10 FORKS IN THE ROAD



Walk down the long hallway until you encounter a pond with three paths at its far end. Take the middle path and retrieve a Small Jewel from a chest. Next, take the right-hand path and place the jewel in the minotaur statue's eye—which will open a secret door. Take the left-hand path and continue on your way.



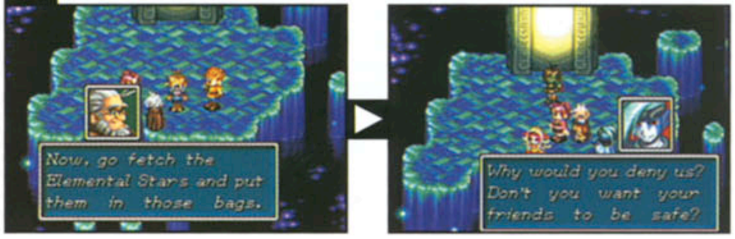
11 BEJEWELED

Get a second Small Jewel from the chest marked 11. Go north until you hit a room with six statues. Use Move to shift the left-hand statue, place the jewel and use Move on the right-hand statue to reveal a door.

12 SUNNY DAYS

Walk north to a pair of rooms with four statues in each, then go upstairs to an identical pair of rooms. Move any statue to start the puzzle, then go to the left-hand room and move the top-left and -right statues onto their bases, creating a spotlight. Use Move to shift the top statue into the spotlight, then walk to the room with a moon on the floor and push all four statues onto their bases.

13 DYSFUNCTIONAL FAMILIES



After you move the statues, a ray of light will shine on the wall marked E. Examine the wall with the A Button to reveal a doorway. Go through the door to the room containing the Elemental Stars and collect them in the following order: southeast, northeast, southwest. A group of baddies, including Felix, will kidnap Kraden and Jenna and destroy the temple before you can reach the final star.

HE'S LEAVING HOME

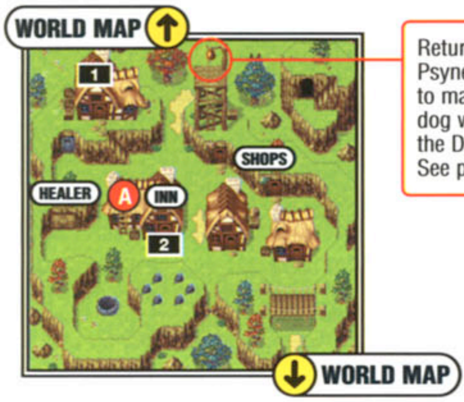
Kraden and Jenna were taken by Saturos and Menardi, along with three of the four Elemental Stars. They could use the power of the stars to gain unlimited power, so it's up to Isaac and Garet to stop them. Say good-bye to the people of Vale and set out into the world.

A DJINNI FOR THEE

You'll find Flint, a Venus Djinni, waiting for you on the outskirts of Vale. Flint will tell you a bit about Djinn and ask to join your party. Let it do so, naturally. Though you can assign Djinn to any party member (as long as you maintain an even balance), Venus Djinn are most effective when paired with Isaac.

THE TOWN OF VAULT

Southeast of Vale lies a small town called Vault. The people of Vault are having a problem with thievery, and they think a young boy named Ivan is at the heart of it. Speak to Ivan and the townspeople, then and track down the true thieves.



Return to Vault after learning the Psynergy Reveal and ring this bell to make a Djinni appear. A local dog will show you how to reach the Djinni if you give it a bone. See page 36 for details.

1 MEETING IVAN

A Wind Mage named Ivan has been accused of stealing from Vault, and he has holed up in the mayor's house. Speak to Ivan and convince him to join your party and help flush out the real culprits.

2 TO CATCH A THIEF

Go upstairs in the inn and try to talk to the thieves. When they run away, start to leave. Ivan will suggest that you try again. Trap a thief in the corner, then let Ivan use Mind Read to discover his secrets.

VAULT SHOPS

POTIONS	ARMOR	WEAPONS
Herb / 10 coins	★ Travel Vest / 50 coins	★ Long Sword / 200 coins
Antidote / 20 coins	★ Wooden Shield / 40 coins	Short Sword / 120 coins
	Padded Gloves / 10 coins	★ Battle Axe / 280 coins
	★ Leather Armlet / 180 coins	Mace / 80 coins
	★ Leather Cap / 30 coins	★ Magic Rod / 380 coins
	★ Circlet / 120 coins	

★ Recommended Items

3 BEHOLD THE BURGLED BOOTY

After Mind Reading the thief, exit the inn and look for a ladder on its front side. Climb to the top floor of the inn and have a look around. You'll find the town's missing items and a scared individual. Unfortunately, the thieves are on to your clever plans and a fight is inevitable. After defeating the thieves, return to the mayor's house. He'll give you a Water of Life in thanks.

BOSS BATTLE

The thieves are wily but not all that tough. Attack the two side thieves first—focusing every party member's attack on one thief at a time—then take out the middle fellow. If you run into trouble, purchase better armor at the Vault shop and try again.

Middle Thief - HP: 244 PP: 0 EXP: 36

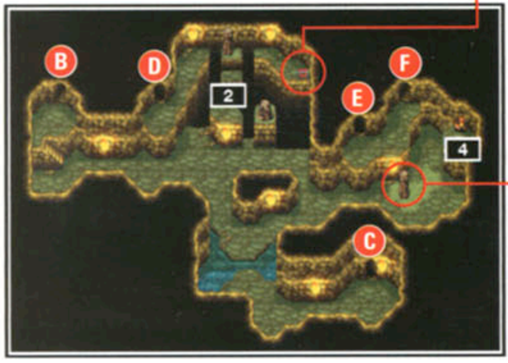
End Thieves - HP: 110 PP: 0 EXP: 15

GOMA CAVE

After leaving Vault, head northeast until you encounter Goma Cave. You must clear the cave to gain access to the eastern half of the continent. Though Ivan stayed behind when you left Vault, he'll meet you at Goma Cave and join the party for good.

When you see an object (such as a stump, log or statue) that is either near the edge of a cliff or surrounded by white dots, it can usually be moved. Save your Psynergy! If you can move an object with brawn instead of Psynergy, do so.

This chest contains a Lucky Medal. You need it later in the game. See page 39 for details.



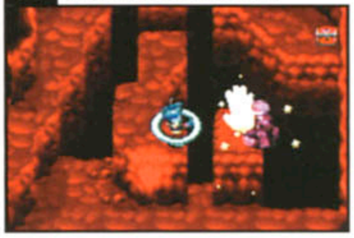
Move this log to reach the Djinni.

You can use logs, blocks and rocks to jump over gaps. Press the Control Pad in the direction you wish to leap.

1 HOORAY FOR IVAN

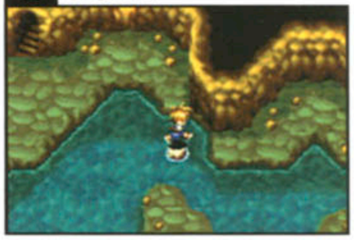
The entrance to Goma Cave is blocked by a stump, but you won't be able to move it unless the leaves are removed. Luckily, Ivan can do so. Once the leaves are gone, use Move to push the stump off the cliff, then leap over and enter the cave.

2 MOVE IT OR LOSE IT



Walk through passage D, then walk right and use Move on the stump. Jump across, walk down and use Move on a second stump to send it crashing to the water below.

3 STUMPY



The stump that you pushed off the cliff will become a stepping-stone, granting you access to otherwise hidden areas of Goma Cave.

4 MARS DJINNI: FORGE

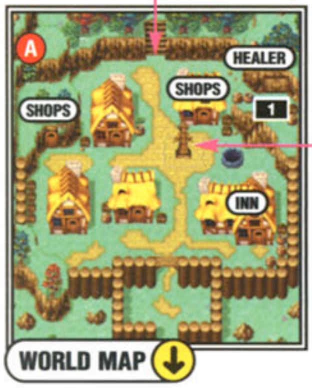
The Djinni Forge is waiting in Goma Cave, but you must defeat it in battle before it will join you. Unleash your most powerful attacks, and try either to stun it or to put it to sleep. If you're not fast, Forge will run and you'll have to leave the room, reenter and start the fight anew.

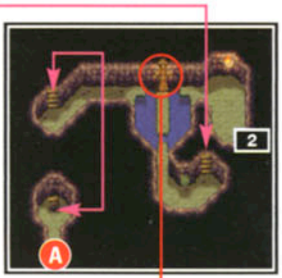
5 A FINAL PUSH

After collecting Forge, move through passageway F until you encounter a second stump. Use Move to shift the stump off its perch, then follow the cobblestones in the floor to reach the exit.

THE TOWN OF BILIBIN

You'll find a town called Bilibin on the other side of Goma Cave. The mayor of Bilibin promised to build a magnificent palace for his shrewish wife, but he chopped down a holy tree in the process. A curse has settled over the land and turned the lumberjacks into trees. You'll need to make a few trips from Bilibin to Kolima before the curse can be broken.





Use Move to pull the statue southward.

1 ON TOP OF THINGS

Upon entering Bilibin, climb the steps on the east side of town and walk on top of the wooden gate that surrounds the village. You'll find a cave covered in leaves on the far side of the gate. Use Ivan's Whirlwind to remove the leaves and enter the cave. Move a statue, then jump across and collect the Djinni.

2 JUPITER DJINNI: GUST

Gust allows a player to attack an enemy with mighty wind gusts when used in battle. Ivan is a natural for Jupiter Djinn, but feel free to arrange your Djinn in any way you choose.

BILIBIN SHOPS

POTIONS

Herb / 10 coins
Antidote / 20 coins
★ Elixir / 30 coins
Sacred Feather / 70 coins

ARMOR

★ Leather Armor / 240 coins
Travel Vest / 50 coins
Travel Robe / 200 coins
★ Bronze Shield / 500 coins
Leather Gloves / 220 coins
Leather Armlet / 180 coins
Open Helmet / 180 coins
★ Wooden Cap / 400 coins
Circlet / 120 coins

WEAPONS

Long Sword / 200 coins
★ Broad Sword / 1,000 coins
Hunter's Sword / 520 coins
Battle Axe / 280 coins
Heavy Mace / 500 coins
Bandit's Sword / 700 coins
Magic Rod / 380 coins
★ Witch's Wand / 860 coins

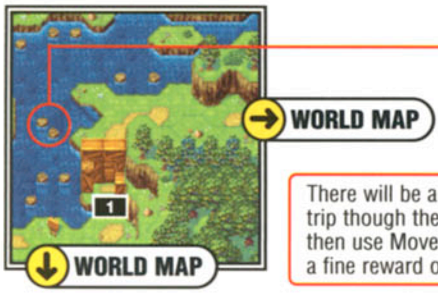
★ Recommended Items

3 YOU MAYOR MAY NOT

Pay a visit to the mayor and volunteer to eliminate the curse for him. Though he initially takes you up on the offer, guilt causes second thoughts and he reneges on the agreement. Leave the mayor to his own devices and set out to fix the curse anyway. Make sure that you search the castle for goodies before setting out, and don't forget to visit the mayor once the curse is lifted.

THE BILIBIN BARRICADE

The Bilibin Barricade was built on the cheap, so you can slip through with little trouble. Keep an eye out for a tree stuck in the water near the barricade. It won't appear until you pass through the barricade twice.



You can claim a nearby pair of Turtle Boots on the Overworld Map. Simply press A to retrieve them. See pg. 13 for location.

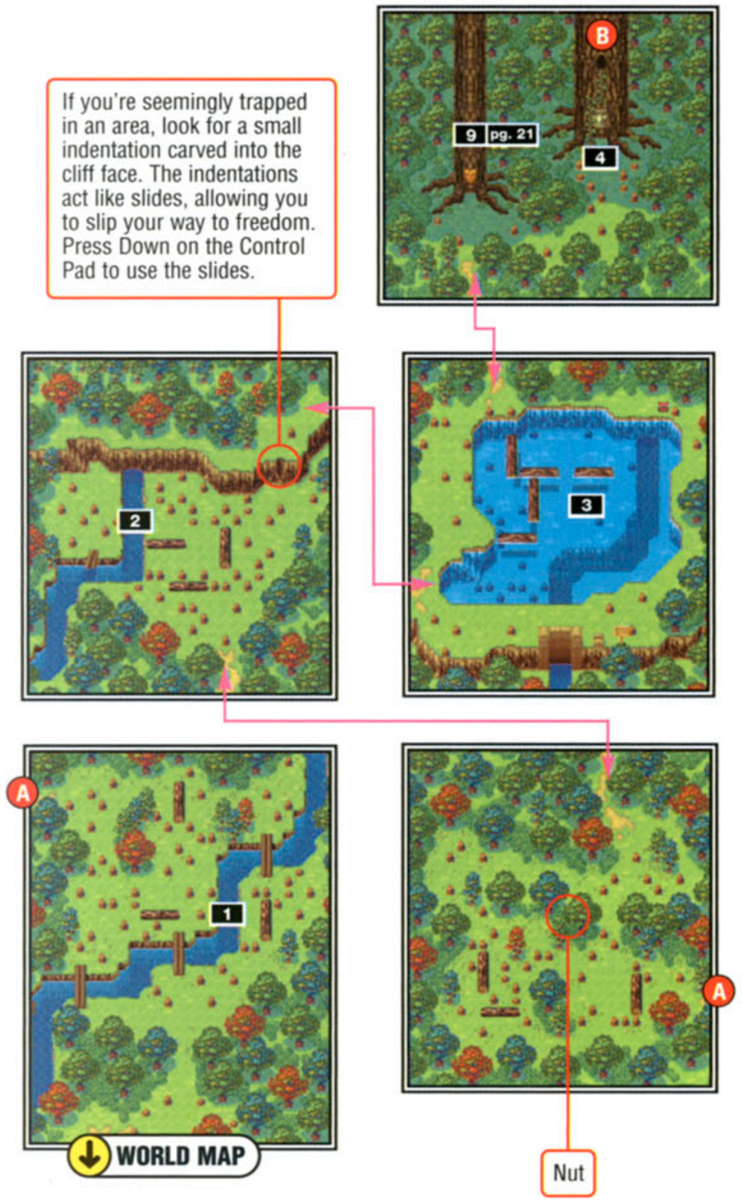
There will be a tree stuck here on your third trip though the barricade. Read its mind, then use Move to pull it to safety. You'll earn a fine reward once the curse is lifted.

1 NO KEY, NO PROBLEM

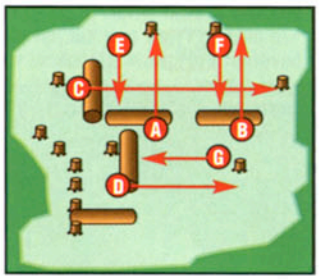
The mayor of Bilibin wouldn't give you a key, but that's not a problem for resourceful adventurers such as yourselves. Use Move on the left-hand box to open a route through the barricade.

JOURNEY THROUGH KOLIMA FOREST

The secret to lifting the curse lies at the heart of Kolima Forest, but downed trees and mind-bending puzzles will make your journey a difficult one. Make sure that you're well armed and armored before entering the forest, as some monsters are especially fierce. If you're seriously low on HP or PP, use the Psynergy Retreat to warp back to the forest's entrance.



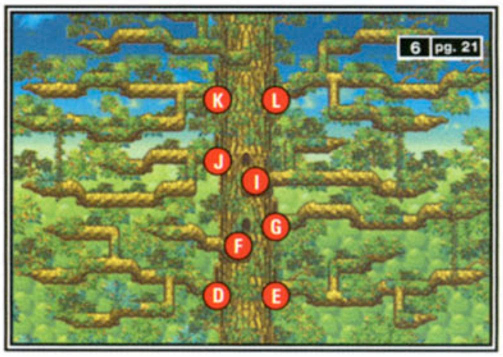
3 LOG RIDE

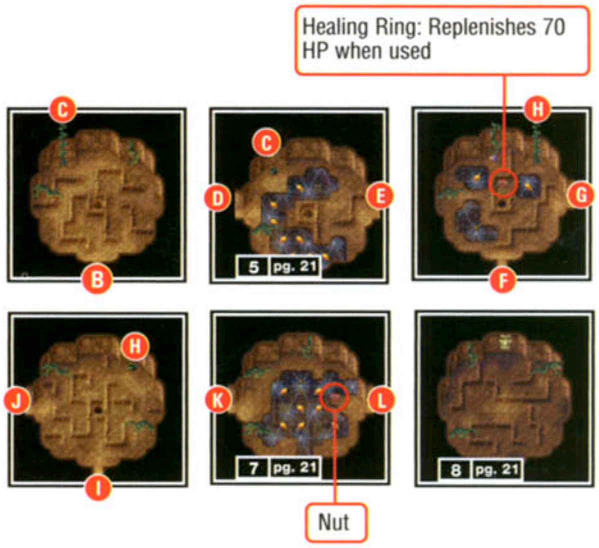


You must perform puzzle number three twice. To reach the chest on the left-hand bank (which contains a Fur Coat) drain the lake and then push the logs according to the above chart. Once you have the Fur Coat, reset the logs, drain the lake, then push log C to the left and continue on your journey.

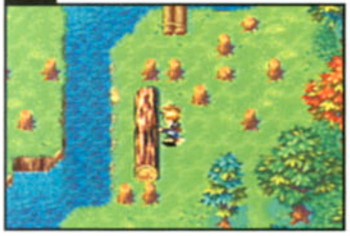
4 MIND YOUR MANNERS

The Great Tree, Tret, has been overtaken by a force known only as Evil Tret—and it's a safe bet that Evil Tret is the source of all the trouble. Mind Read the Great Tree to see what you can learn, then climb the vine and enter.





1 ROLLING ALONG

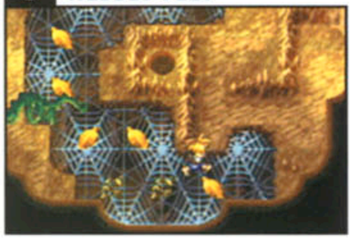


Many logs litter the pathways of Kolima Forest. You can push them out of the way as long as the path is clear. If you push a log into the water, it will function like a bridge.

2 FOLLOW THE ARROWS

In the above puzzle, you must push the logs in the following order: right, left, right, bottom, left and right. The right-hand log will fall in the water and become a bridge if done correctly.

5 WEBBED FEET

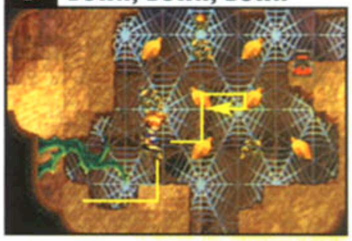


You can jump on spiderwebs if they contain a leaf, but only once. If you leap on them a second time, the leaf will break and you'll fall.

6 JUPITER DJINNI: BREEZE

Breeze, a Jupiter Djinni, sits high atop the Great Tree. You will have to fight it before the Djinni will join you. Breeze can raise the elemental resistance of the entire party—a useful skill to have.

7 DOWN, DOWN, DOWN



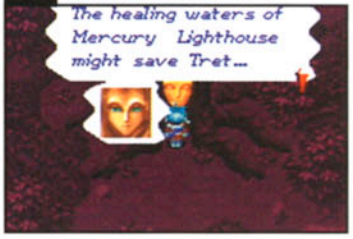
Go to the top floor of the Great Tree and jump on the spiderweb in the middle of the room. Leave the web, then leap back on. The web will break and send you crashing into the basement, where Evil Tret awaits.

8 BOSS BATTLE

Evil Tret uses a variety of elemental attacks, so counter with Breeze and raise your elemental resistance. Make sure that your Djinn are at either Set or Standby (depending on your strategy) before entering battle.

Evil Tret - HP: 710 PP: 36 EXP: 226

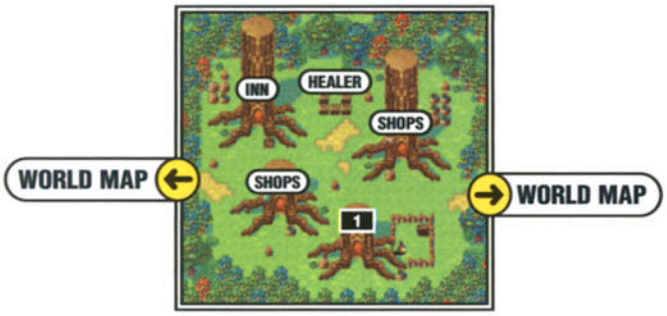
9 HOW CAN YOU HELP



Evil Tret is no more, but the curse remains. You must heal the Great Tree before the people of Kolima can be returned to normal. Mind Read the trees, then set out for the Mercury Lighthouse.

THE TOWN OF KOLIMA

You'll have to excuse the people of Kolima for seeming a little stiff and wooden—they are trees, after all. Since trees can't sell you weapons or armor, there's not a whole lot to do until you remove the curse. Mind Read the trees to get their view on the matter, and be sure to grab the Djinni. Once the curse is lifted, you can revisit the town and buy what you like.



1 VENUS DJINNI: GRANITE

Granite is a Venus Djinni that can create a mighty earthen barrier in combat, which greatly reduces an enemy's attack power. To find Granite, walk behind the large stump marked 1 and press Down. You'll enter a secret room that leads to the Djinni.

KOLIMA SHOPS

POTIONS
Herb / 10 coins
Antidote / 20 coins
Elixir / 30 coins
Sacred Feather / 70 coins

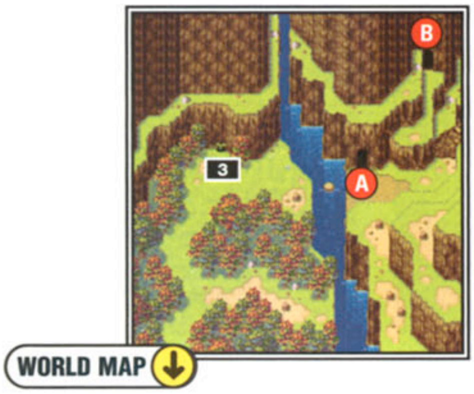
ARMOR
Leather Armor / 240 coins
★ Adept Clothes / 850 coins
★ Bronze Shield / 500 coins
Leather Gloves / 220 coins
★ Armlet / 900 coins
★ Bronze Helmet / 600 coins
Wooden Cap / 400 coins

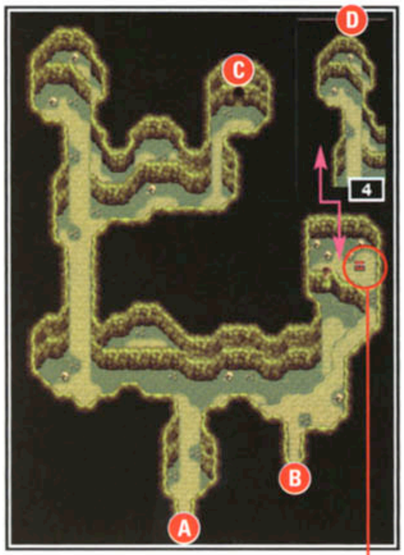
WEAPONS
★ Broad Sword / 1,000 coins
Hunter's Sword / 520 coins
★ Broad Axe / 1,400 coins
Heavy Mace / 500 coins
Bandit's Sword / 700 coins
Magic Rod / 380 coins
★ Witch's Wand / 860 coins

★ Recommended Items

BILIBIN CAVE

You must pass through Bilibin Cave to reach Imil and the Mercury Lighthouse. You won't be able to see it all on your first trip, so come back once you've learned the Douse, Frost and Growth Psynergies.





Elven Rapier: Unleashes Vorpal Slash.

Water of Life

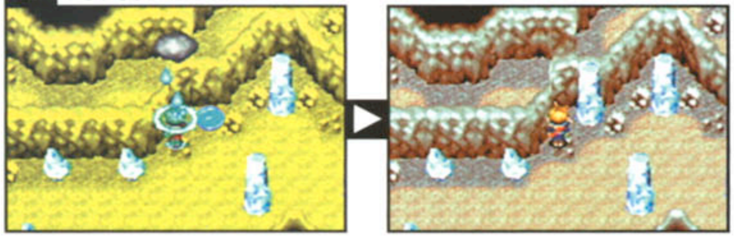
Psy Crystal

Vial: Replenishes 500 HP

1 I'M MELTING!

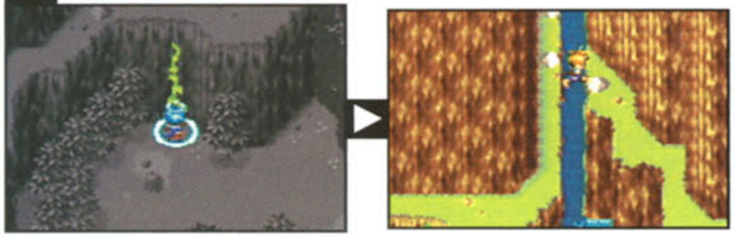
Push the flaming torch next to the ice pillar to turn it into a puddle of water. Walk down the pathway you just revealed and open the chest at the end for a Vial.

2 PUT OUT THE FIRE



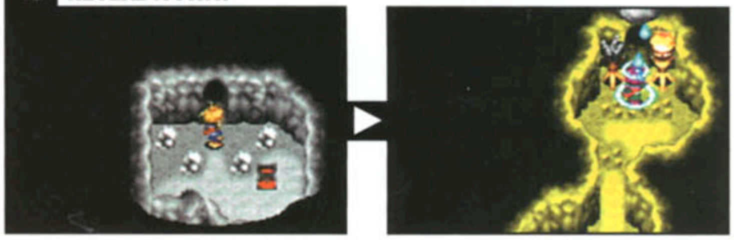
Use Douse to extinguish the small fire next to the puddle of water, then use Frost to turn the puddle into an ice pillar. You'll need the pillar to reach the two chests in the north end of the cave.

3 YOU'VE GROWN SO MUCH



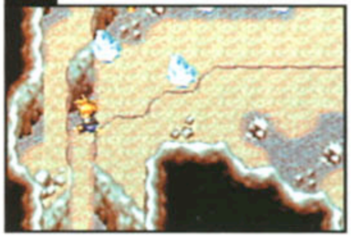
Look for the small sprout outside the cave's entrance, then use Growth to create a vine. Climb the vine and walk north, then jump across the narrow gap. Keep walking to find a new entrance to Bilibin Cave and the Elven Rapier.

4 REVEAL A PATH



Once you know Reveal and Douse, walk to the dead end where you got the Elven Rapier and use Reveal to expose a hidden door. Walk through the door and up to a small flame, then use Douse on the flame to continue.

5 LEAP OF FAITH



After dousing the flame, walk to the west end of the next platform and jump across the gap. Follow the path until you reach a pair of chests. You'll get a Psy Crystal and a Water of Life for your troubles.

THE VILLAGE OF IMIL

The people of Imil are in dire straits. Heavy snows have destroyed the tourist trade, one of their healers is missing and a deadly illness is spreading through the community like wildfire. Imil is the last stop before you reach the Mercury Lighthouse, so stock up on supplies and grab a Mars Djinni before continuing on your way.

2 HERE'S MIA!

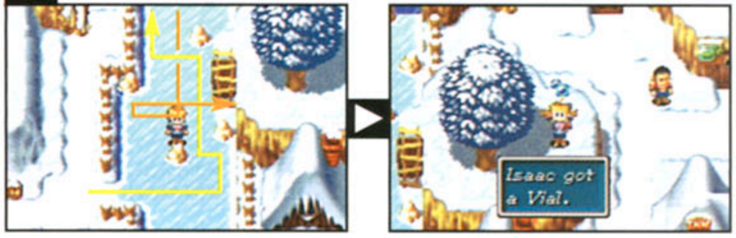
You can track down the wayward healer at her grandparents' house on the east side of the frozen river. Speak to Mia about the condition of the town, but don't be surprised if she suddenly bolts for the lighthouse. Search the house for an Empty Bottle before you leave.

IMIL SHOPS

POTIONS	ARMOR	WEAPONS
Herb / 10 coins	Leather Armor / 240 coins	★Broad Sword / 1,000 coins
Antidote / 20 coins	★Adept Clothes / 850 coins	Hunter's Sword / 520 coins
Elixir / 30 coins	★Bronze Shield / 500 coins	Battle Axe / 280 coins
Sacred Feather / 70 coins	Leather Gloves / 220 coins	Heavy Mace / 500 coins
	Leather Armlet / 180 coins	Bandit's Sword / 700 coins
	Open Helmet / 180 coins	Magic Rod / 380 coins
	★Wooden Cap / 400 coins	★Blessed Ankh / 1,600 coins
	Circlet / 120 coins	

★ Recommended Items

3 SLIP AND SLIDE

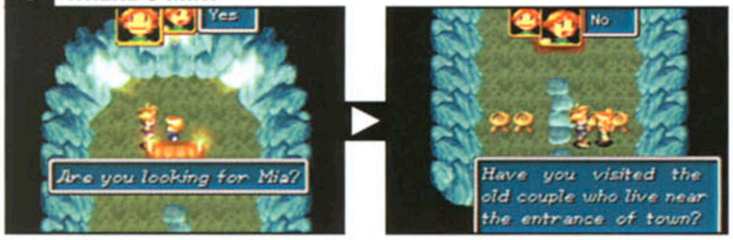


Once you step on the ice, you'll slide in whatever direction you're facing until you strike an obstacle. Follow the arrows above to reach the ledge with a large, puffy tree. There's a chest on the ledge that contains a Vial—an item that restores 500 HP.

4 SNOW WAY, MAN

There's a Djinni behind the waterfall, but you can't get there without some assistance. Use Move to push the snowman onto the ice and create a barricade, then slide on the ice until you're near the waterfall. Use the snowman to stop your progress, then slip into the crack in the falls. Follow the arrows on the map above if you're lost.

1 WHERE'S MIA?



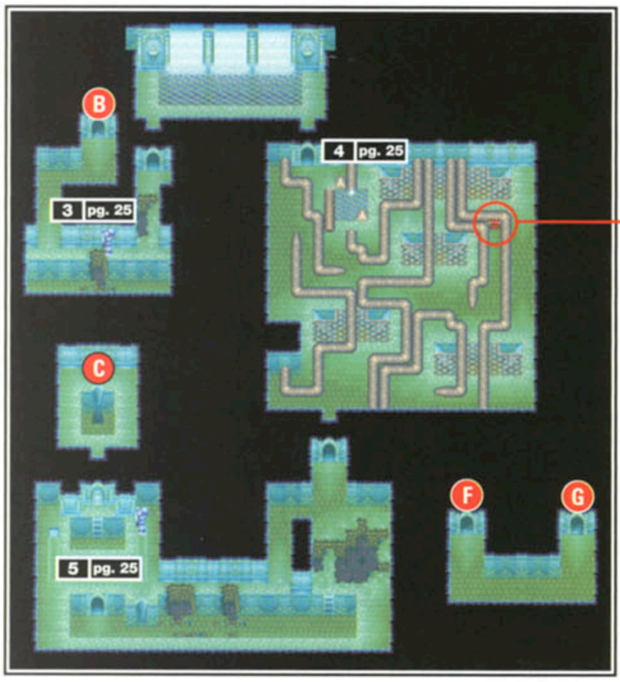
Upon entering Imil, nosy townsfolk will begin to question you about someone named Mia, who is apparently the town healer. The current plague and the disappearance of her assistant, Alex, have had her burning the candle at both ends and she is currently nowhere to be found.

5 MARS DJINNI: FEVER

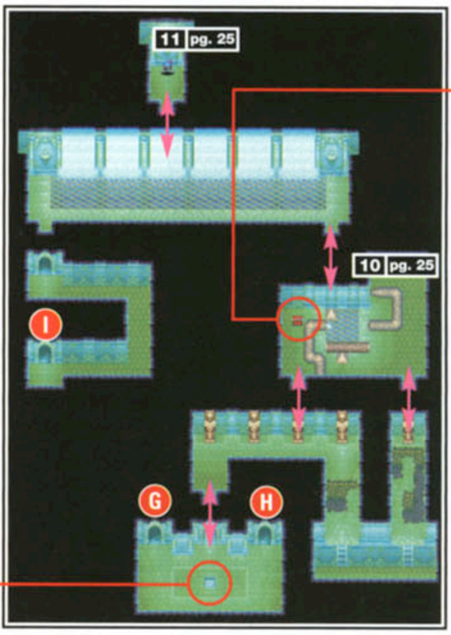
Why is a Mars Djinni hiding in the snow? It's not telling, but it will join your party if asked. Fever is a powerful ally, as its special attack causes both damage and delusion in a single enemy.

MERCURY LIGHTHOUSE

The Mercury Lighthouse is a source of great power, and if used in conjunction with an Elemental Star it could cause massive damage. Unfortunately, it is also populated with fierce monsters and devious traps. Make your way through the lighthouse to its zenith, where you'll be forced to confront an old and familiar foe.

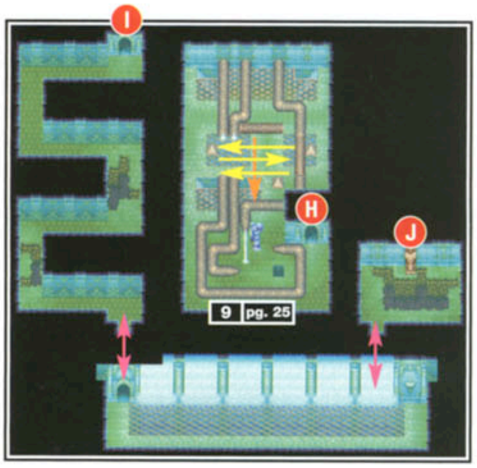


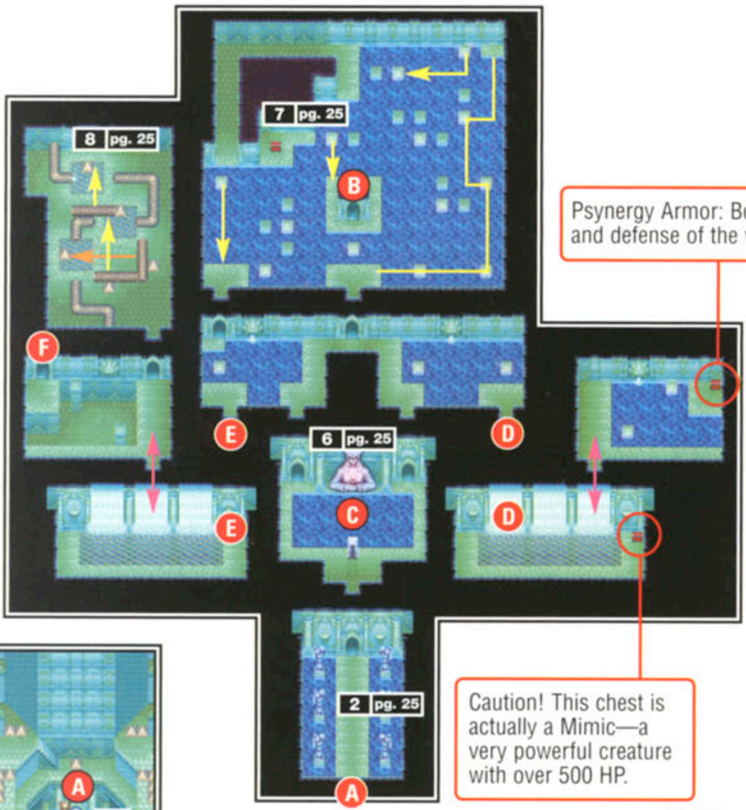
Psy Crystal: Replenishes PP of one party member.



Nut

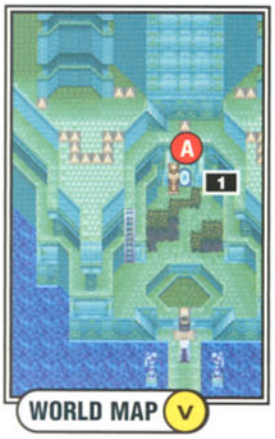
Statue from step 9 lands here.





Psynergy Armor: Boosts PP and defense of the wearer.

Caution! This chest is actually a Mimic—a very powerful creature with over 500 HP.



WORLD MAP V

1 LEND A HAND

Mia can use some Psynergy, but she can't move the statue blocking her way. Use Move to clear the obstacle and gain Mia's undying respect and admiration—though she's in too much of a hurry to tell you so.

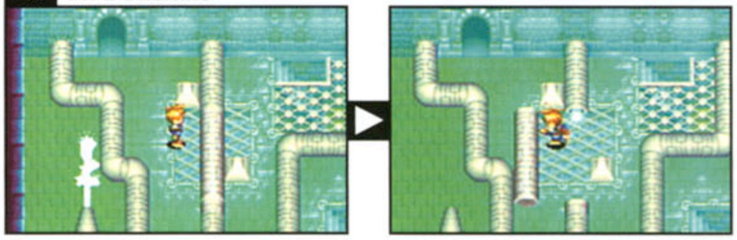
2 THE LIZARD KING

A large monster called a Lizard Man blocks the lighthouse entrance. Take him out using whatever methods you prefer and watch Mia's ecstatic reaction.

3 FINALLY!

Another statue blocks the way, so use Move to push it off the ledge. After yet another display of Psynergy, Mia, and her Djinni, Fizz, will finally relent and join your party.

4 PIPE DREAMS

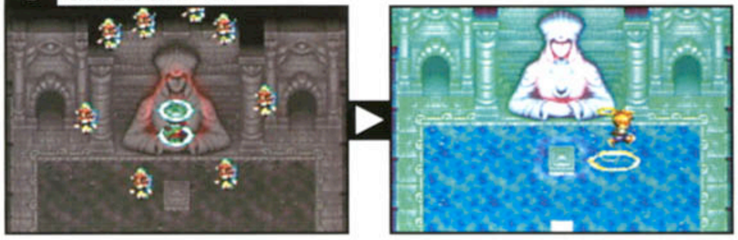


The next puzzle involves water and pipes. Push the first pipe you see into position, then take the stairs and move on to the next section of pipe. You'll be led on a roundabout route back to the original pipe. When you reach it (on the opposite side from where you started) push the pipe aside and leave the room by walking south. Don't forget to grab the Psy Crystal.

5 STATUESQUE

After finishing the pipe puzzle, you'll move down a long hallway and find a statue. Push the statue along the dotted lines to open a new path.

6 WATER WALKER

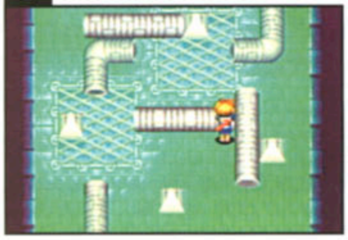


Once you emerge in the room with a large statue of a goddess, jump to the goddess and use Mia's Psynergy Ply. The statue will bless you with the ability to take three steps on open water before sinking. You can recharge the power by standing on a glowing tile.

7 BOMBS AWAY

There's a Sleep Bomb in the room north of the statue—jump on tiles to reach it. Once you have it, walk south one room and take the far-left door. Walk up the path until you reach a room with more pipes.

8 ANOTHER PIPE PUZZLE

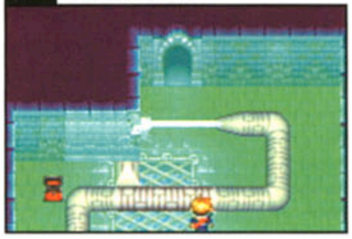


There are so many pipes, you should have brought a plumber. To fix the problem in room 8, push the loose pipes in the following order: top, bottom, middle.

9 ONE MORE PUZZLE

Use the northern stairs and push the far-right pipe to the left, then take the stairs and push the same pipe to the right. Next, push the pipe again, then push the top pipe so it rolls south. Push the first pipe one last time to complete the puzzle.

10 HYDROLOGY

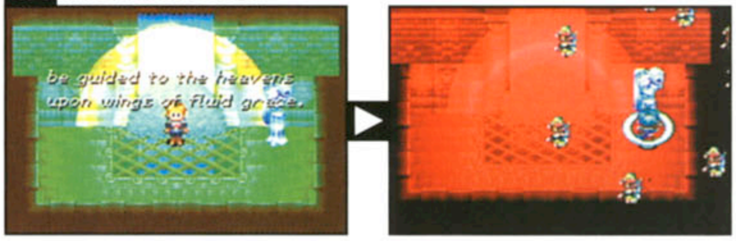


Room 10 seems like a dead end, but don't be fooled. Push the pipe into place to make a geyser of water destroy the top wall and reveal a secret door.

11 MERCURY DJINNI: SLEET

The Mercury Djinni Sleet is hiding behind the middle section of a group of five waterfalls. Sleet's special power damages an enemy while simultaneously dropping its attack power. You must fight Sleet before it will join you.

12 RIDE THE RAINBOW



Your final stop before ascending Mercury Lighthouse is a seemingly empty room. Use Ply on the statue in the right-hand corner to open a passageway to the skies. If you haven't healed your party, prepared your Djinn and saved your game recently, do so.

13 IT'S HIM!

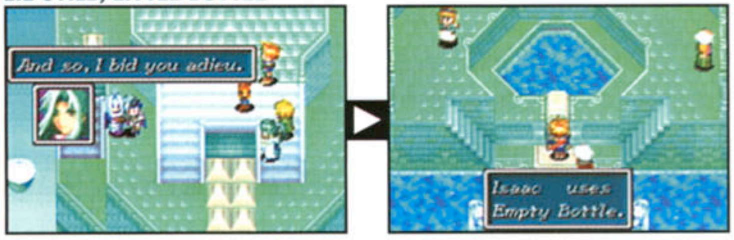
Saturos and Menardi are back, and unlike the last time you met, they grant you no quarter. After a brief discussion on the nature of Elemental Stars, Menardi takes off with the hostages while Saturos stays behind to finish you off.

BOSS BATTLE

Saturos is a Fire Adept and vulnerable to water attacks. Give Mia Mercury Djinn and have her summon in the first round to increase her Water power, then let loose with Frost and Tundra Psynergy. Keep a Water of Life ready in case misfortune strikes.

Saturos - HP: 1200 EP: 160 EXP: 331

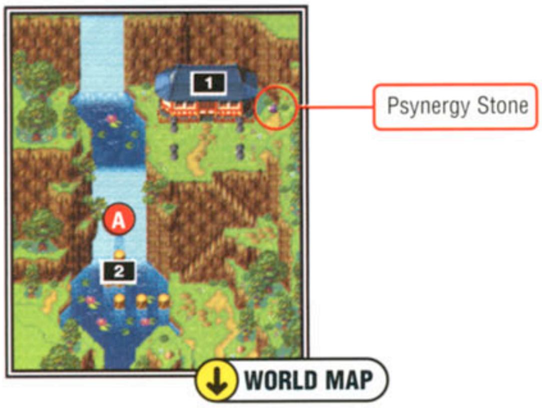
LIE STILL, LITTLE BOTTLE



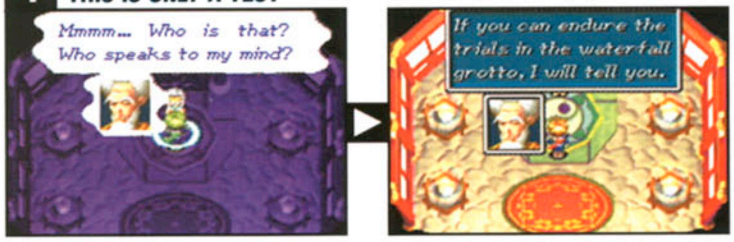
After sending Saturos off with his tail between his legs, you'll be taken to the base of Mercury Lighthouse. Walk to the fountain and fill the Empty Bottle you received from Mia's grandparents' house with the magical water. Take the water back to Kolima Forest and use it to heal Tret and break the curse. The water will also heal your own wounds, so refill the bottle if you're ever in the area again.

FUCHIN TEMPLE

Once the Kolima Bridge operator has been transformed back into a human, you can cross the bridge and strike out for the southern half of the continent. Along the way you'll encounter Fuchin Temple, a school where aspiring kung fu masters train day and night. Show the Jackie Chan wanne-bes a thing or two, then accept the challenge of the temple's master.



1 THIS IS ONLY A TEST



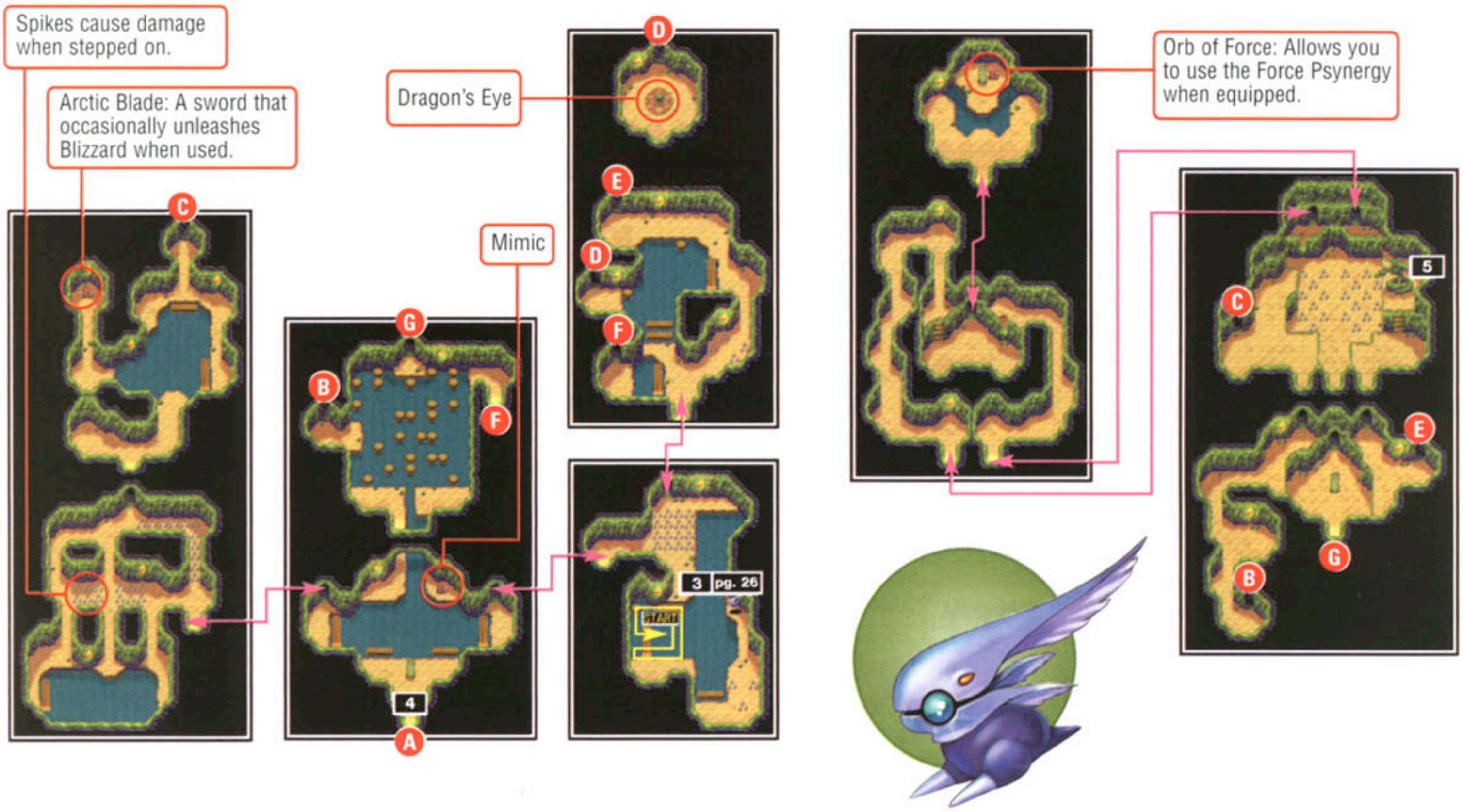
Go see the master of Fuchin Temple, then use Mind Read to get his attention. After sending you a mental message in reply, he will challenge you to a test.

2 MOVE ALONG

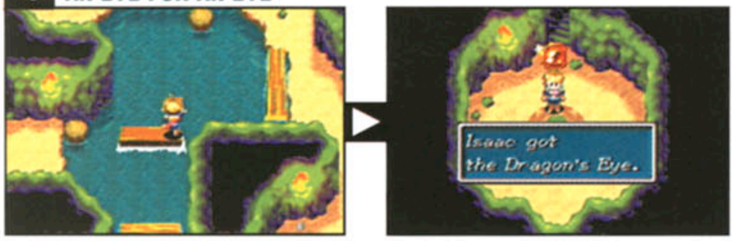
The master's test takes place in a cavern beneath a roaring waterfall. Talk to the guard after speaking with the master to gain entrance.

3 JUPITER DJINNI: ZEPHYR

The Jupiter Djinni Zephyr will boost the entire party's agility rating when used in battle. Follow the yellow arrow on the page 27 map to reach the Djinni. You will need to fight and defeat Zephyr before it will join your party.

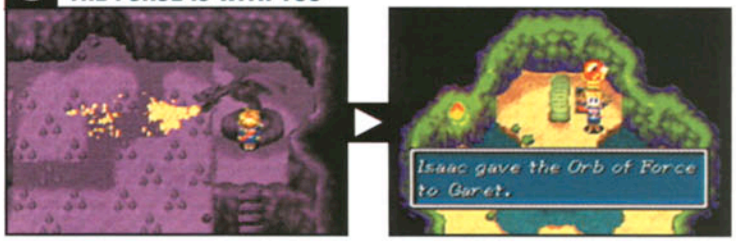


4 AN EYE FOR AN EYE



To get the Dragon's Eye, face away from the entrance, walk north one room and use passage B, then walk north and take passage C. Roll on the log, then walk one room south. Avoid the spikes and take the southeast passage, which leads to the first room you entered. Roll on the log, then walk one room east and one room north. Roll west on a final log to reach passage D and the Dragon's Eye.

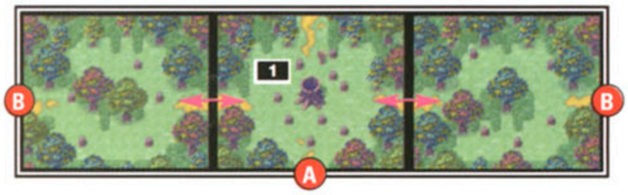
5 THE FORCE IS WITH YOU

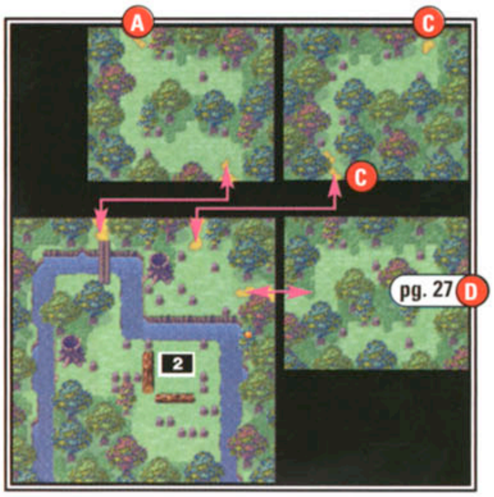


Place the Dragon's Eye in the dragon statue. It will spew fire and reveal a pattern in the air that is actually an invisible platform. Make your way to the other side of the room and walk over the invisible bridge, then walk north until you find a ladder. Climb down and walk through the door to get the Orb of Force. The Orb lets its bearer use Force—a Psynergy that pushes objects.

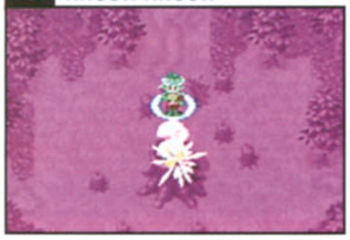
MOGALL FOREST

You must have the Orb of Force to navigate Mogall Forest. The paths often loop back on themselves, and you'll get stuck in a never-ending loop unless you follow the forest creatures. If you see two identical letters on the same map, it means the path is a loop. Watch for Apes in the forest—they have an attack called Ransack that can decimate a party.





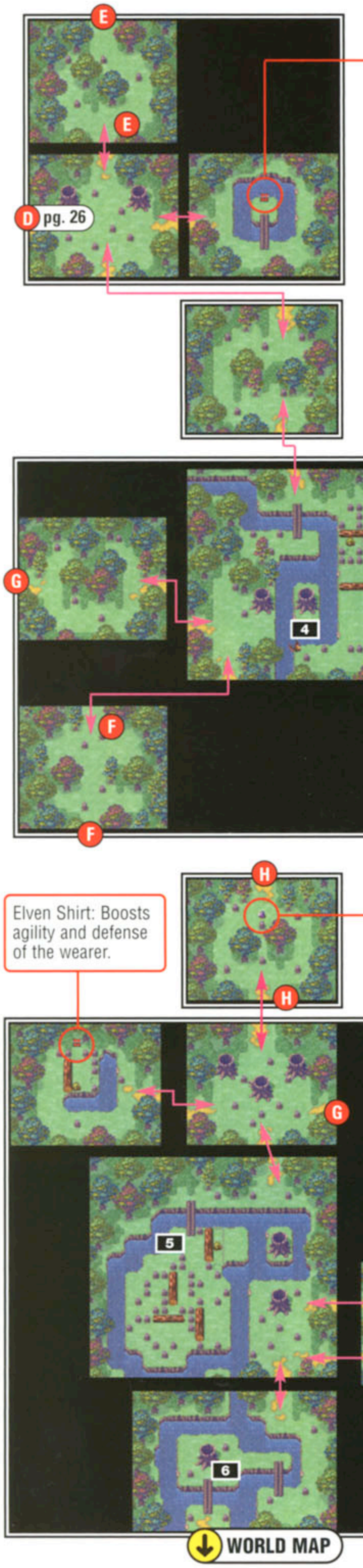
1 KNOCK KNOCK



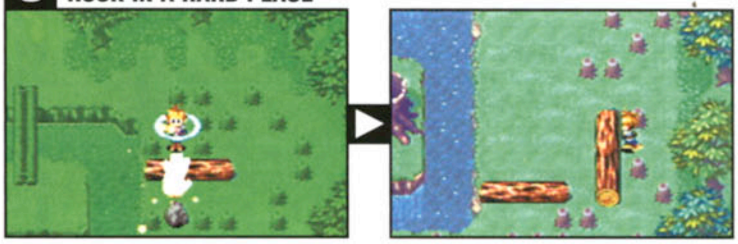
Use Force on the large, hollow stumps in Mogall Forest to scare a creature out, then follow the creature to get through the forest maze. You'll need to repeat the process many times.

2 PUSH THEM AROUND

Another log puzzle awaits. Push the vertical log out of the way, then push the horizontal log into the water and use it as a bridge. Cross the river, then use Force on the stump to discover which way to turn next.



3 ROCK IN A HARD PLACE

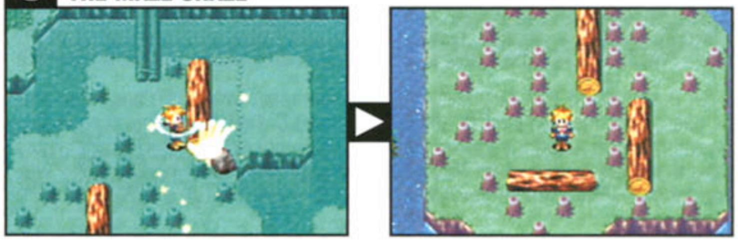


The next log puzzle requires mental muscle. Use Move to push the loose rock into the small indent action, then push the log so you can pass. For the next two logs, push the horizontal log south, the vertical log west, the horizontal log north and the vertical log west again—the maneuverings will construct a bridge if done correctly.

4 VENUS DJINNI: QUARTZ

Don't leave Mogall Forest until Quartz joins your party. The Venus Djinni has the power to resurrect a party member who has fallen in battle. You must fight Quartz before it will team up with you.

5 THE MAZE CRAZE



Use Move to shift the rock into the indentation, then push the log east. Jump across and use Force on the stump on the small island, then jump back to the main island. Clear a path to the lower-right log, then push it into the water. Jump across, use Force on the second stump and follow the creature.

6 BOSS BATTLE

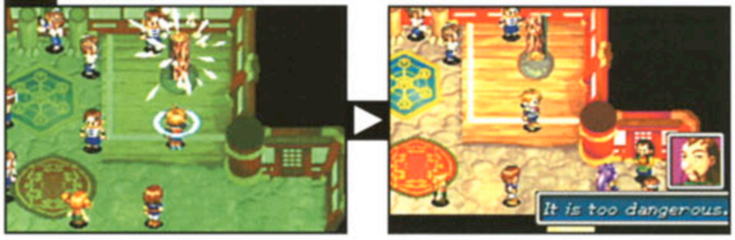
The Killer Ape will usually spend the first turn or two trying to drain your defense, so respond in kind. Use Granite to create a barrier and Fizz to drop the Killer Ape's attack, then unleash your most powerful attacks. You should be no lower than level 12.

Killer Ape - HP: 1000 EP: 45 EXP: 460

THE TOWN OF XIAN

Xian is a town where young kung fu trainees go to hone their skills. Unlike Fuchin Temple, Xian contains modern conveniences such as weapon shops and inns. Speak with the temple master and grab a new Djinni before leaving town.

1 TIMBER!



Enter the Xian training center and speak to the man standing by the log. He'll challenge you to push it over. Stand behind the white line and use Force to knock over the log. Once you have the master's attention, repeat the process. The scene will end with the master's daughter leaving in a huff.

2 WHOOPSIE

A young woman is hauling water back and forth near the training center. Stand in front of the right-hand door and talk to her when she returns with a full bucket. She'll spill her water and leave. Use Frost to freeze the water and create a stepping-stone, then go up the stairs and jump right until you reach the Djinni.

XIAN SHOPS

POTIONS	ARMOR	WEAPONS
Herb / 10 coins	Adept Clothes / 850 coins	Broad Sword / 1,000 coins
Antidote / 20 coins	★ Silk Robe / 1,400 coins	★ Battle Rapier / 2,900 coins
Elixir / 30 coins	★ Iron Shield / 1,200 coins	Broad Axe / 1,400 coins
Sacred Feather / 70 coins	★ Armlet / 900 coins	Battle Mace / 2,600 coins
	★ Bronze Helm / 600 coins	Bandit's Sword / 700 coins
	Wooden Cap / 400 coins	Magic Rod / 380 coins
	★ Silver Circlet / 1,300 coins	Witch's Wand / 1,600 coins
	★ China Dress / 1,600 coins	

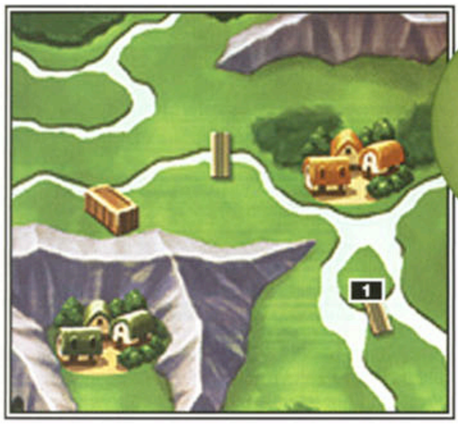
★ Recommended Items

3 MERCURY DJINNI: MIST

Mist is a kind-hearted Djinni that will join your party without hesitation. Its special attack damages foes and also puts them to sleep—though the effects are short-lived.

SECRET DJINNI

A handful of Djinn are found on the overworld map. Leave Xian and walk north until you come to a small bridge that leads to a tiny round island. Walk around the island until a Djinni appears and challenges you.



1 MARS DJINNI: CORONA

Named after the layer of fire that encircles a star, Corona has the ability to boost your entire party's defensive rating when used in battle. You must fight the crispy critter before it will join your cause.

ALPINE CROSSING

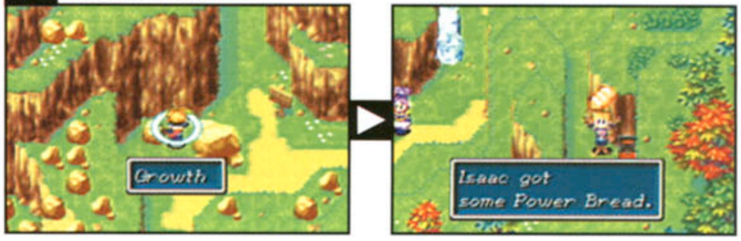
The area between Xian and Altin is known as the Alpine Crossing. Fiezhi, the daughter of Xian's Master Feh, is there trying to find her lost friend Hsu. You can't help her until you've learned the Psynergies Lift and Reveal.

Hsu is trapped here, but you can't help him until you learn Reveal and Lift. Reveal will show you a hidden door, while Lift can remove the boulder that has pinned Hsu in place.

1 STICK AROUND

Fiezhi will kindly ask your advice about her missing friend's current predicament—but she will remain at Alpine Crossing no matter what you tell her.

2 BY BREAD ALONE

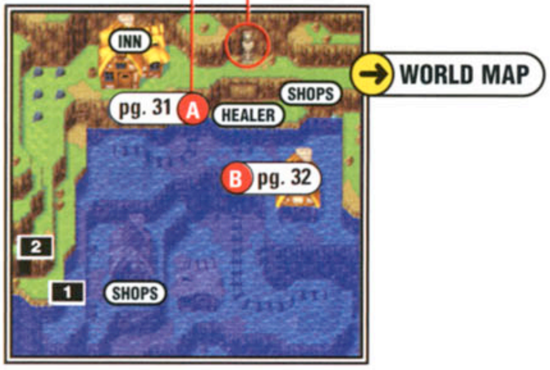


Use Frost on the puddle to create a stepping-stone, then use Growth on the plant to create a vine. Climb the vine and jump to the right until you find a chest with Power Bread inside.

THE TOWN OF ALTIN

Altin is a nice town with a slight drainage problem. Statues that used to watch over the sleepy burg have recently come to life and started spewing water—which has trapped most of the town under the waves. Enter the mines of Altin and take out the monsters so the people can sleep in dry beds once again. You can't buy weapons or armor until the town is drained.

Use Move to reveal a hidden cave containing a Psy Crystal.



ALTIN SHOPS

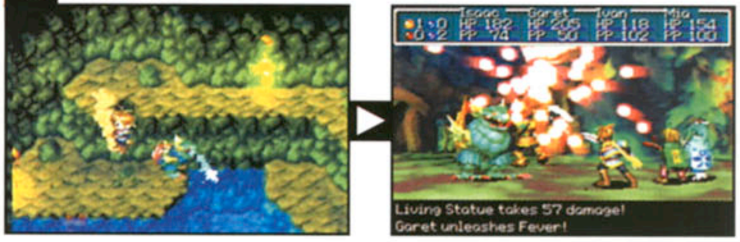
POTIONS	ARMOR	WEAPONS
Herb / 10 coins	Chain Mail / 2,000 coins	★ Claymore / 4,000 coins
★ Nut / 200 coins	Adept Clothes / 850 coins	★ Battle Rapier / 2,900 coins
Antidote / 20 coins	★ Silk Robe / 1,400 coins	Broad Axe / 1,400 coins
Elixir / 30 coins	★ Iron Shield / 1,200 coins	Battle Mace / 2,600 coins
Sacred Feather / 70 coins	★ Gauntlets / 1,600 coins	Bandit's Sword / 700 coins
	Armlet / 900 coins	Magic Rod / 380 coins
	★ Iron Helmet / 1,600 coins	Witch's Wand / 1,600 coins
	★ Silver Circlet / 1,300 coins	★ Psynergy Rod / 3,800 coins
	China Dress / 1,600 coins	

★ Recommended Items

1 LIVING STATUE

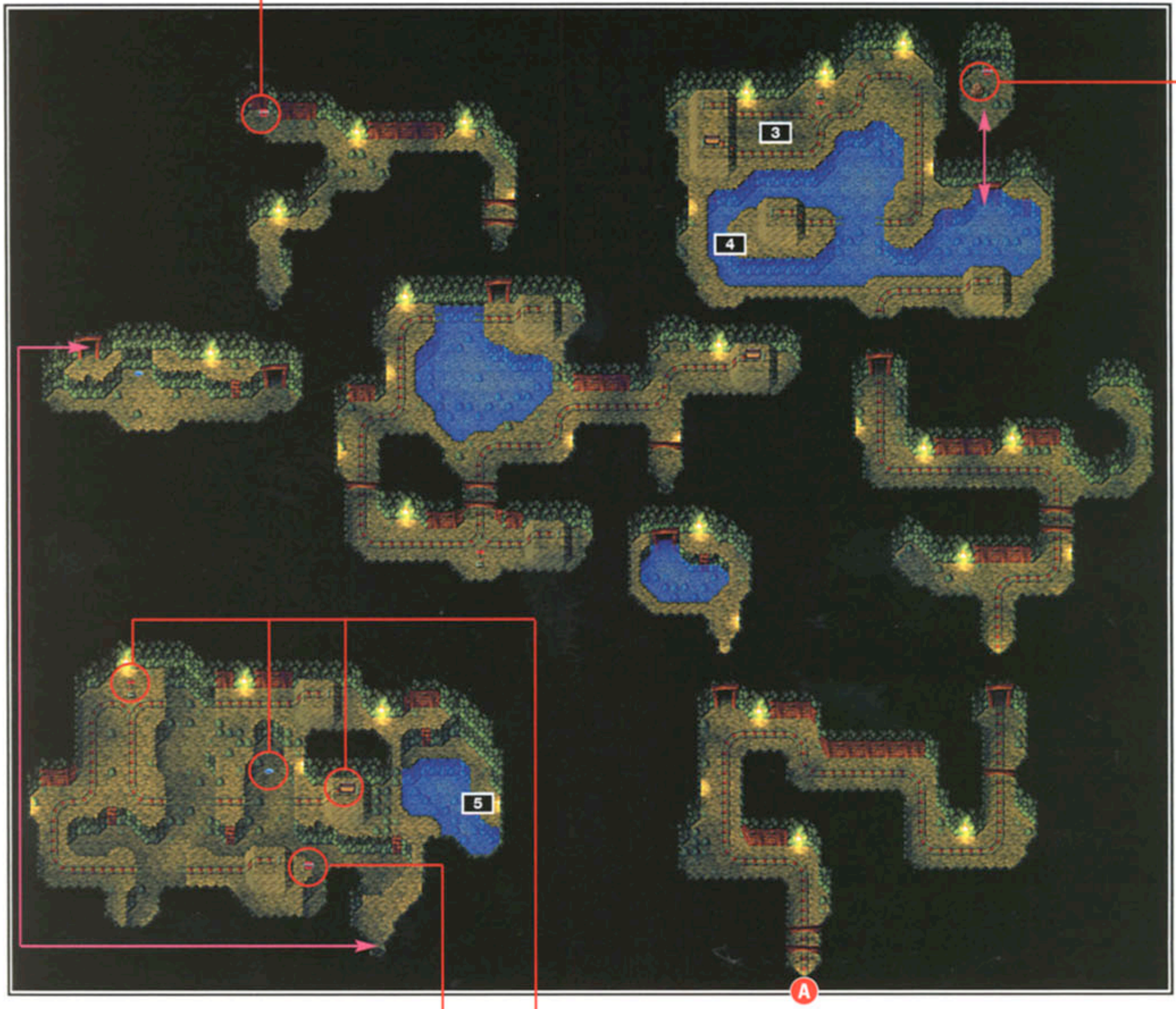
You'll find the first monster, known as a Living Statue, at the southwest end of town. Defeat it in combat to stop the water from rising. Each time you eliminate a monster, the water level will drop.

2 THUMP A CHUMP



Use the open shaft at the west end of town to enter the mines buried deep in the mountain—known to the locals as Altin Peak. You'll fight more Living Statues in the mines, but they should be little trouble as long as your weapons and armor are current and your party is between levels 14 and 16.

Mimic

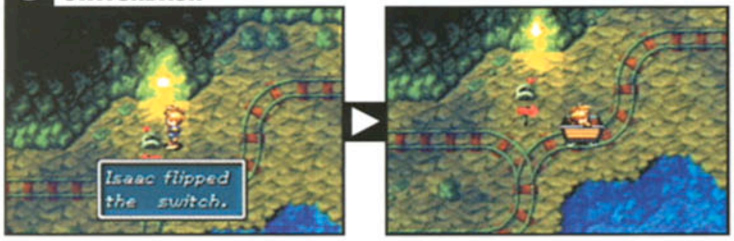


You must learn Lift to reach this chest. It contains a Cookie, which permanently boosts the PP of one party member.

Dragon Shield: Resists fire when equipped.

Use Frost on the middle puddle, then ride the cart to the treasure chest. Return the cart, slide down, flip the switch and ride the cart again to reach the Living Statue.

3 SWITCHBACK



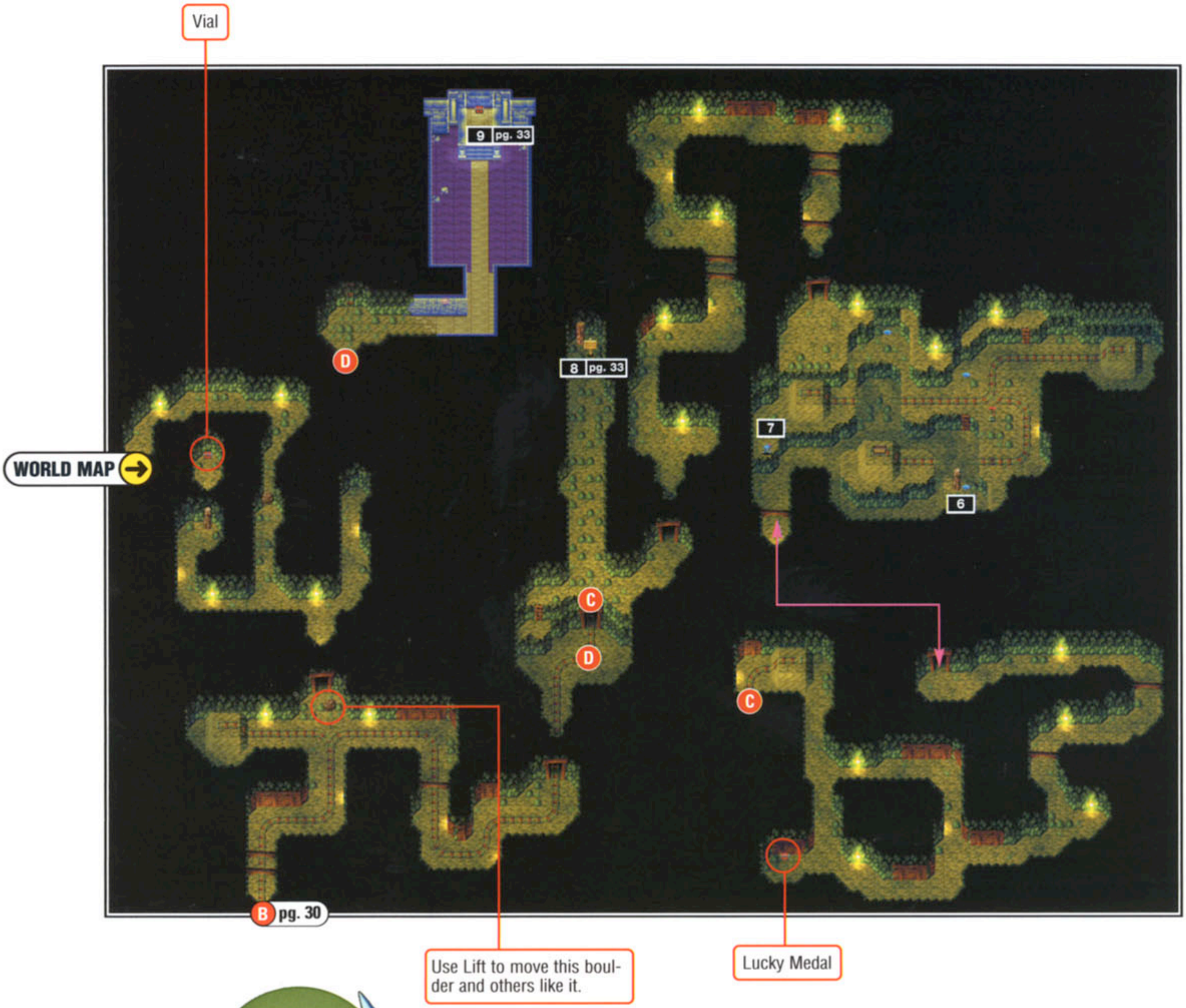
You must ride in a mine cart to reach certain areas of Altin Peak, but the tracks don't always take you where you need to go. To change a track's direction, look for switches along the way. Small red arrows at the tops of the switches show which way the track is facing.

4 MORE MONSTERS

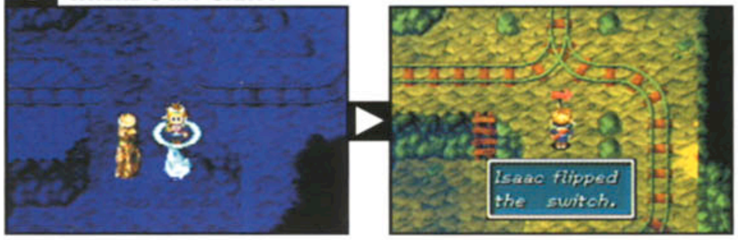
A second monster is waiting on an island. To reach it, you must use a mine cart to sail over the piece of broken track that blocks your way.

5 EVEN MORE MONSTERS

A third Living Statue lurks in the far eastern portion of the mine. Use fire attacks to make short work of the water-gushing monsters.



6 WHERE'S MY CART?

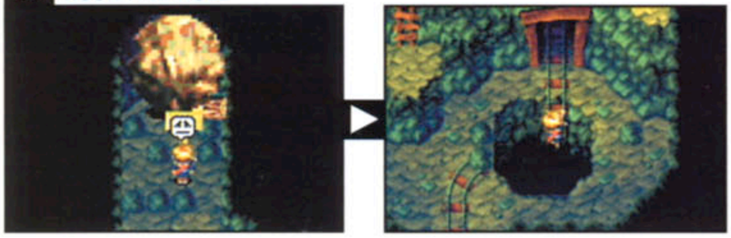


After destroying the three monsters, go back to Altin and enter the mines through the now-exposed entrance at the bottom of town. To reach the mine cart marked with a 6, use Frost on the nearby puddle then Move the stump one place to the left. You'll need to flip the switch as well. You must ride the cart twice to reach your destination.

7 MERCURY DJINNI: SPRITZ

Spritz is an invaluable defensive ally—it can restore HP to the entire party in the midst of battle. The watery whelp won't go without a fight, however. You must prove your mettle in a brawl before it will join up.

8 ROCK AND ROLL



The sign warns you not to knock on the wall, so like all good adventurers, you'll want to ignore it. Use Force to knock over the stump and cause a massive rock to fall. Once it crashes through the floor, use the hanging bit of railroad track to climb down.

9 BOSS BATTLE

The Hydros Statue is essentially a more powerful version of the Living Statues, so fight it with the same strategy. Garet is your main man—have him attack with powerful fire moves while Mia concentrates on keeping the party healed.

Hydros Statue - HP: 1300 EP: 80 EXP: 496

LAMA TEMPLE

The leader of Lama Temple, Master Hama, has been waiting for you to arrive for a long time. Speak with her to learn the Psynergy Reveal, which allows you to see otherwise hidden objects. Use Reveal near the waterfall for a Water of Life, then head back to Alpine Pass and save poor Hsu.

1 REVEALING

Master Hama is known as the greatest master of Chi in the land, and she can even pass her powers on to others. Though Ivan would learn Reveal on his own given enough time, Hama will speed up the process and teach it to him as soon as you speak with her.

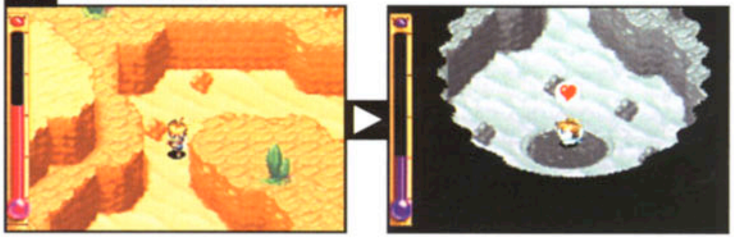
DON'T FORGET HSU

The next leg of your journey leads to the Lamakan Desert, but first return to Alpine Pass—which is just to the right of Lama Temple. Use Reveal to find a hidden doorway, then use Lift to remove the boulder that trapped Hsu.

LAMAKAN DESERT

You must cross the Lamakan Desert to continue the journey, but its strong winds and searing heat will make short work of an unprepared party. Use Reveal inside the stone circles to find oases, but watch out for deadly Ant Lions.

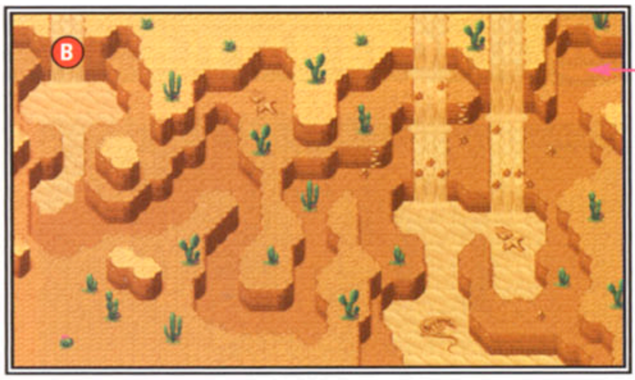
1 BEAT THE HEAT

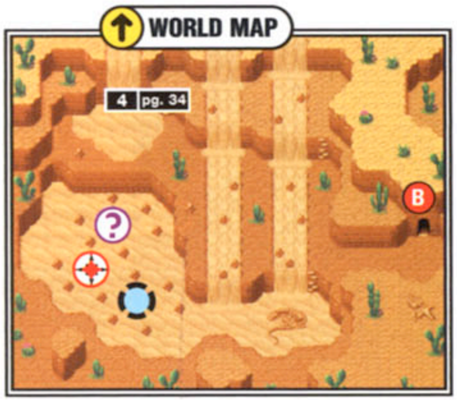


Once you're in the desert, a meter to the left will show how hot your party is—and we're not talking attractive. When the meter reaches the top, you'll lose a large amount of HP. Use Reveal to search for an oasis, then take a dunk in the drink to bring the meter down.

2 ANT MISBEHAVIN'

Some stone circles are hiding places for Ant Lions, and once you enter their sand trap there's no escape. Ant Lions use powerful Psynergy such as Earthquake—finish them off quickly.





3 JUPITER DJINNI: SMOG

Hidden deep in the southern end of the desert is Smog, a Jupiter Djinni with the power to wrap a foe in a cloud of blinding smoke. Since it wants out of the desert as badly as you, Smog will join your party without hesitation.

4 BOSS BATTLE

The Manticore is a legendary beast with the head of a human, the body of a lion and the tail of a scorpion. Though your party is more pedestrian, you can take out the Manticore by using Mercury Djinn and Psynergy.

Manticore - HP: 1700 EP: 83 EXP: 590

SECRET DJINNI

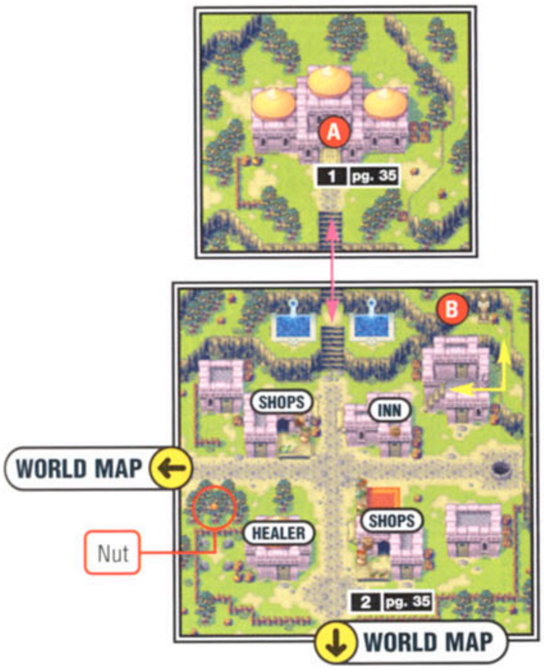
After you leave the desert, walk west until you see a small island surrounded by a river. Cross the bridge and walk around the island until you are attacked by the Venus Djinni Vine. Defeat the Djinni to have it join your party.

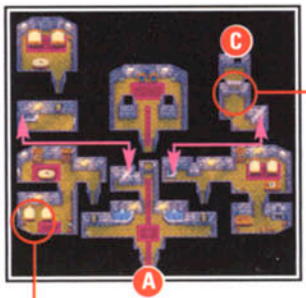
1 VENUS DJINNI: VINE

Vine will put up a fierce fight, but it's worth your time to secure the troublesome Djinni. It can call upon the power of plants to entangle enemies in vines, which sharply lowers their agility.

THE TOWN OF KALAY

Kalay is the home of Hammet, the greatest merchant in the land. Hammet has been kidnapped, and the people of Kalay are in a tizzy over what to do. Don't spend too much time there until you've rescued the merchant.



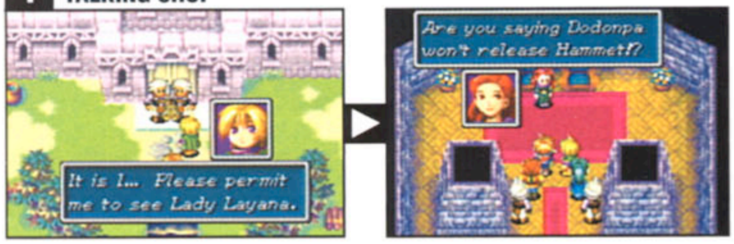


KALAY SHOPS

POTIONS	ARMOR	WEAPONS
Herb / 10 coins	★Chain Mail / 2,000 coins	Claymore / 4,000 coins
★Nut / 200 coins	★Jerkin / 2,400 coins	Battle Rapier / 2,900 coins
Antidote / 20 coins	Iron Shield / 1,200 coins	★Great Axe / 5,200 coins
Elixir / 30 coins	★Gauntlets / 1,600 coins	Battle Mace / 2,600 coins
Sacred Feather / 70 coins	★Heavy Armlet / 2,000 coins	Arctic Blade / 2,600 coins
	★Iron Helm / 1,600 coins	Bandit's Sword / 700 coins
	★Mail Cap / 2,000 coins	Magic Rod / 380 coins
	Silver Circlet / 1,300 coins	Witch's Wand / 1,600 coins
	China Dress / 1,600 coins	★Frost Wand / 5,400 coins

★ Recommended Items

1 TALKING SHOP



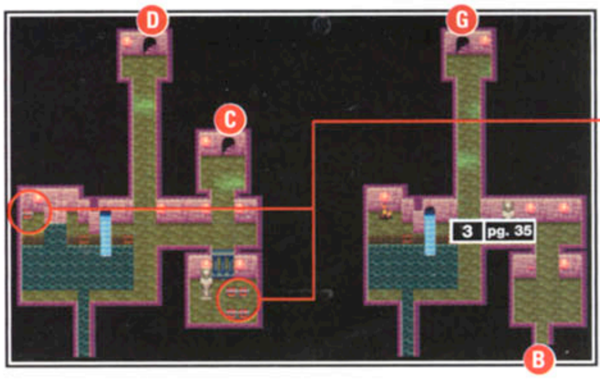
Lady Layana has taken over Kalay's leadership duties in Hammet's absence. Speak with the leader and offer soft words for her current predicament. There is little you can do for her until you receive the Cloak Ball and rescue Hammet.

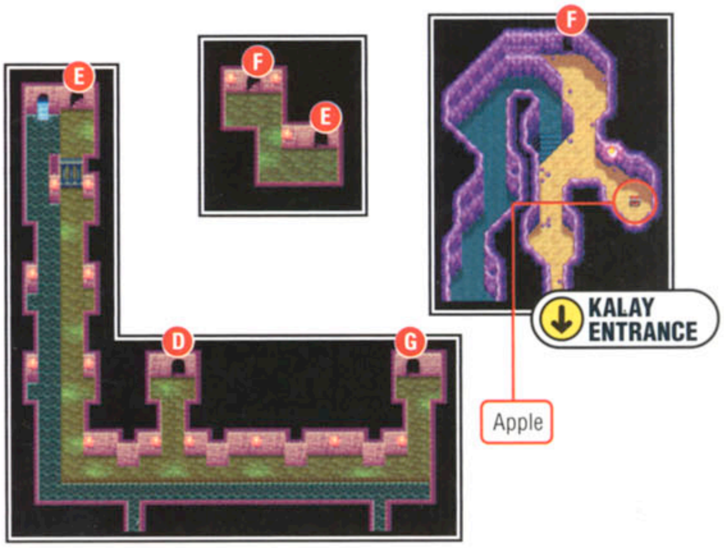
2 TOUR TROUBLES

A tour group is leaving town to attend Colosso—a yearly tournament that tests the strength and skill of the best fighters in the world. You'll have more contact with the group when you board a ship at the Kalay docks.

3 MARS DJINNI: SCORCH

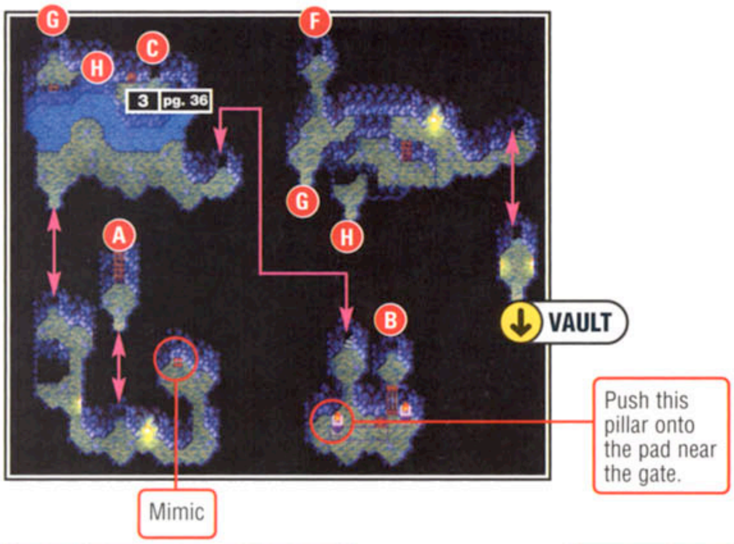
Go into the Kalay sewers and look for a statue near a waterfall. Push the statue in front of the waterfall to reveal a ladder. The Mars Djinni Scorch is on the other side. Scorch has the ability to stun a foe with a powerful blast attack.

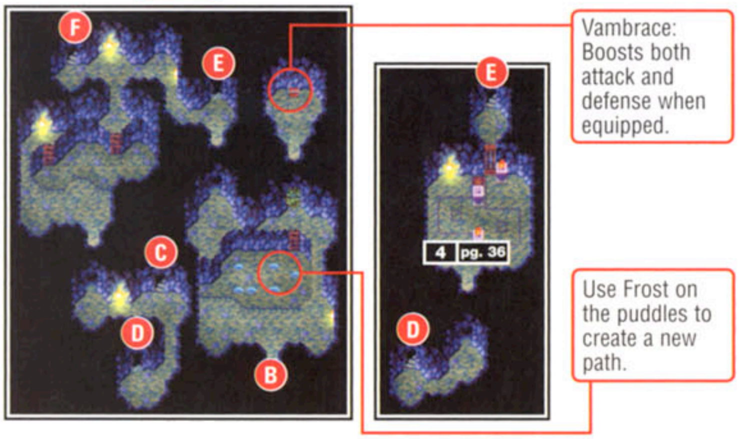




RETURN TO VAULT

Take the time to revisit a couple of towns before setting out for Colosso. The residents of Vault, the small burg where you met Ivan, will be overjoyed to see their rescuers again. Grab a Djinni before moving on to Vale.

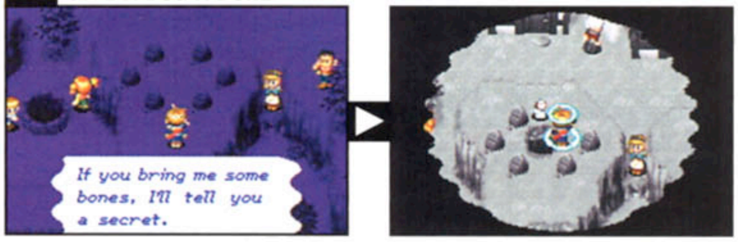




1 DING DONG

Ring the bell atop the wooden watch-tower to spook a Djinni from its hiding place. Make sure that you ring the bell before entering the Vault Caves, or you'll have to backtrack and start over.

2 GIVE A DOG A BONE



Get a bone from the woman at the inn and give it to the dog by the graveyard. The happy pooch will then show you a secret spot. Use Reveal in the area indicated by the dog to expose the entrance to the Vault Caves.

3 SWITCHEROO

Press the switch at point 3 to drain the lake and reveal a ladder and passageway.

4 RAINDROPS FALLING

You must place a lit pillar on the flame base, but drops of water threaten to douse the fire. Move the pillar along the yellow arrow path after you learn the pattern of the drops.

5 VENUS DJINNI: SAP

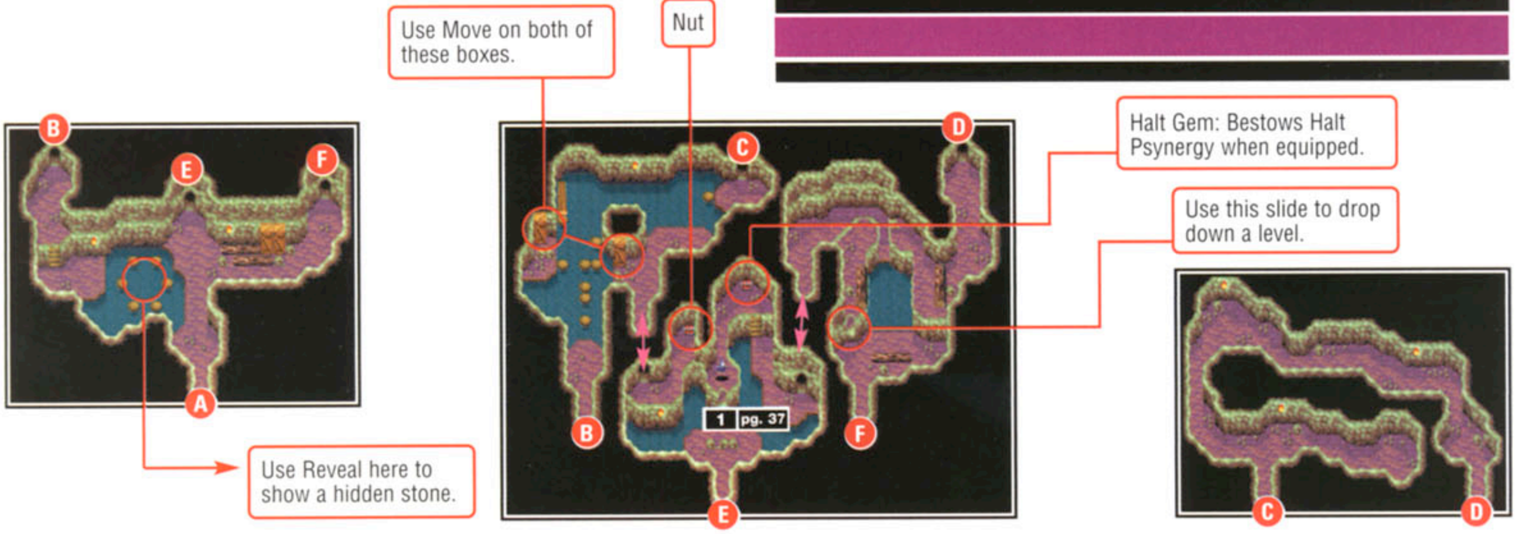
After slogging through the sewers, you'll have to battle the Venus Djinni Sap. The wily creature has the ability to attack a foe, steal its HP and give it to a party member—a mighty talent, indeed.

BACK TO VALE

Your homecoming is bittersweet: The residents of Vale are happy to see you, but Isaac's mother has grown ill during his journey. Walk to Kraden's house and look for a large boulder to the west of his home. Use Lift on the boulder to reveal a passageway to the Vale Caves—where you'll find a Djinni and a Halt Gem. Check page 15 for the exact location of the boulder.

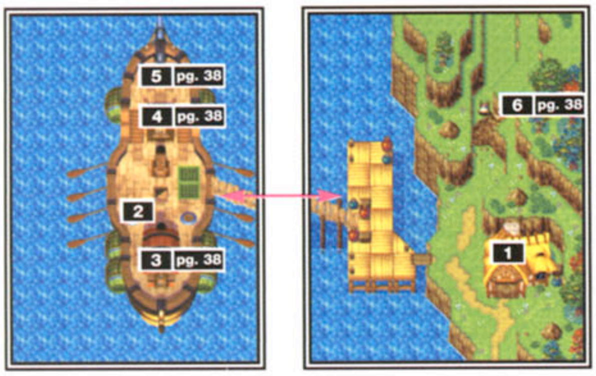
1 JUPITER DJINNI: KITE

The Halt Psynergy stops time in its tracks for a moment. Use it to freeze the fleeing Djinni Kite and claim it for your own. When used in battle, Kite grants one party member the ability to attack twice on the next turn.



THE KALAY DOCKS

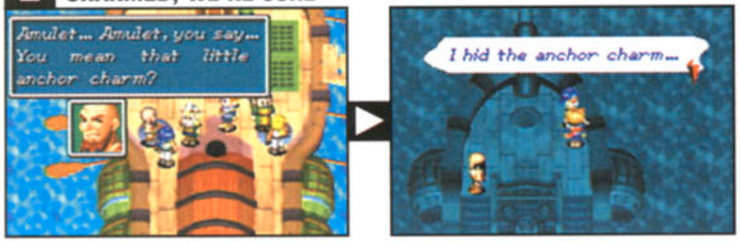
After revisiting your old haunts (don't forget Bilibin Cave!), head for the docks south of Kalay. A ship is in port, waiting to take the tour group to Colosso. It will sail across a lake filled with monsters, so get your affairs in order before setting foot on the boat.



1 TICKETS? TICKETS?

The woman in the shop marked 1 will sell you tickets for the ship at a greatly inflated price. Since stowing away isn't an option, pay her the money and board the ship. Also speak with the woman near the docks, then deliver her message when you reach the other side.

2 CHARMED, WE'RE SURE

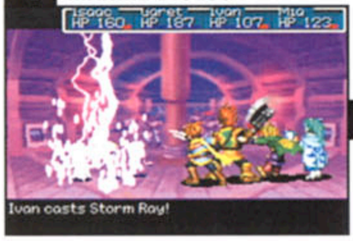


The ship's captain is a superstitious old salt who won't sail unless he has his lucky charm, but a disgruntled employee has hidden it high atop the crow's nest. Climb to the nest and get the Anchor Charm, then return it to the captain.

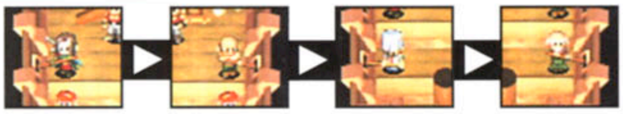
3 WHAT NOW?!

The captain will stall your departure once again because the men are afraid to sail without protection. Offer your services as guards to get the voyage underway.

4 MARINE BIOLOGY



Great beasts will attack the ship as you sail, taking out one rower each time. Defeat the monsters using any means necessary, then go to the passenger hold and choose an unlucky winner to become a replacement rower.



If you choose the above rowers in this order—punk with long hair, balding man, chef, old man—your ship will drift off course and end up at mysterious Crossbone Isle. The island is full of treasures and tough monsters, and you must learn more Psynergies to make it through successfully. You should return to Crossbone Isle when your party is stronger. See pg. 46 for more details.

5 BOSS BATTLE

The Kraken uses poison, so have an Antidote or Cure Poison Psynergy at the ready. Mars Djinn are quite effective against the Kraken. Give them to Garet and let him go to town. A priest on the ship can heal and revive your party if the battle goes poorly.

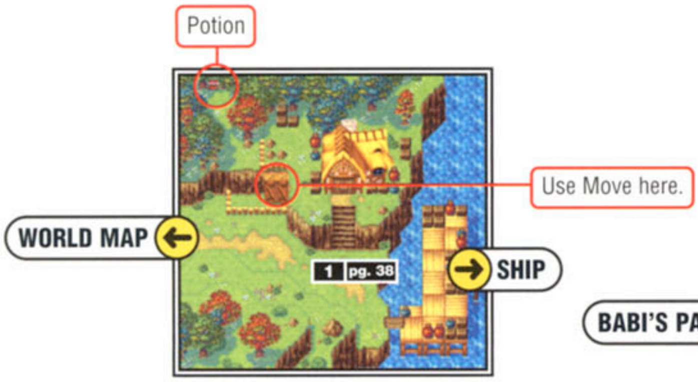
Kraken - HP: 2400 EP: 46 EXP: 711

6 VENUS DJINNI: GROUND

Once the ship sails and docks, you can walk around the entire lake and return to the Kalay Docks. Enter the docks from the north to find Ground, a Venus Djinni that holds a foe in place with the power of gravity.

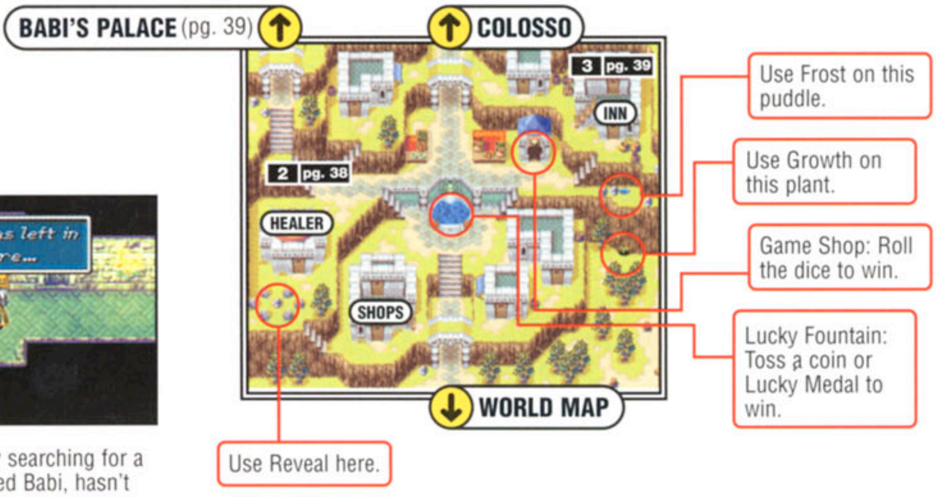
THE CITY OF TOLBI

Once your hectic boat ride is finished, you'll be dropped off at the town of Tolbi, a huge metropolis where Colosso takes place. Grab new weapons and armor, spend some time at the gaming table and then get a good night's sleep at Babi's Palace before taking on the challenge of Colosso.



1 POOR PLANNING

The tour is a disaster, the ship won't sail and the group can't get home. Since you can't sail home either, you'll have to hoof it if you want to return to Vale, Vault or any other area on the other side of the lake.



2 HAVE YOU SEEN ME?

Despite the chaos of Colosso, the people of Tolbi are frantically searching for a missing person. Oddly enough, the leader of Tolbi, a man named Babi, hasn't been seen for some time. Head to the palace to learn more.

3 MARS DJINNI: EMBER

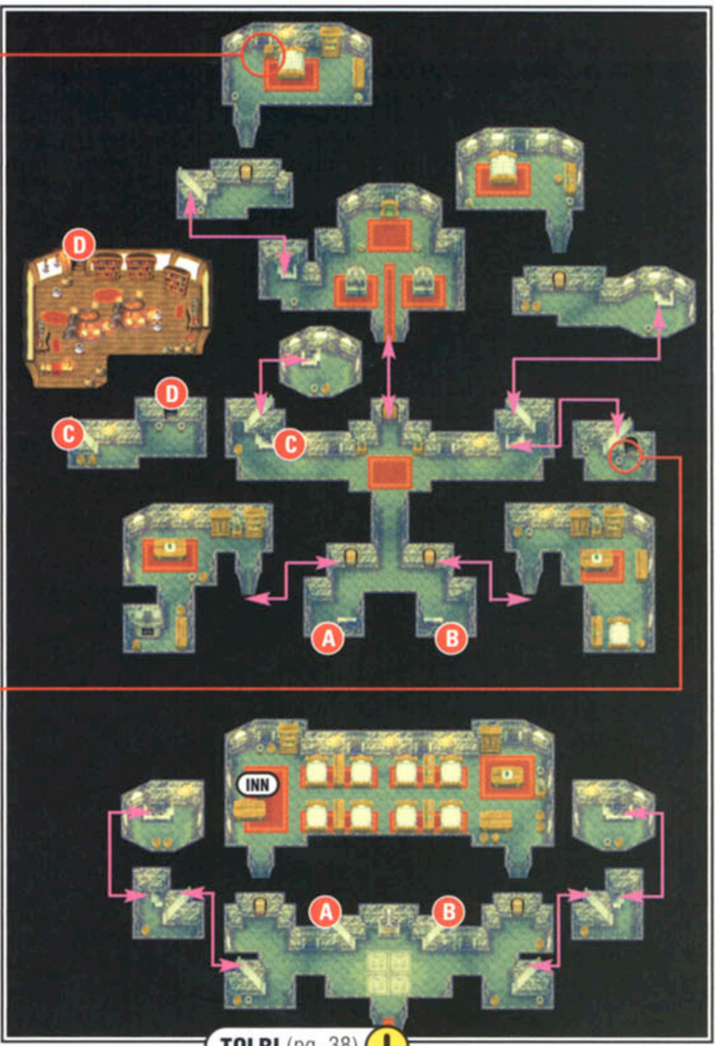
Use Growth on the plant outside the city wall, then use Frost on the puddle. Climb up the stairs, jump on the ice pillar and walk behind the house to find Ember, a Mars Djinni. Ember allows you to restore the party's PP during battle.

CROWDED HOUSE

Your sailing adventures delayed the tour group's arrival, and tickets for Colosso are sold out. You'll have to be creative if you wish to see the big event.

After you win Colosso, return to the palace and speak with Babi. He'll leave the room after you talk. Follow him here and speak with him once more to receive the Cloak Ball—which lets you rescue Hammet and complete Crossbone Isle.

This passage is the back entrance to Colosso. Sneak into the stands and watch the action.



TOLBI (pg. 38)

FEEL LUCKY, PUNK?

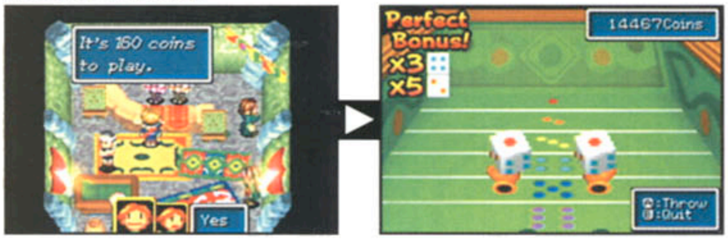
If you toss coins into the Lucky Fountain you may get coins in return. If you toss a Lucky Medal, you'll receive new armor or weapons—depending on where and how the medal lands. Available items include the Assassin Blade, Ninja Hood, Spirit Armor, Earth Shield, Burning Axe and Kimono.

TOLBI SHOPS

POTIONS	ARMOR	WEAPONS
Herb / 10 coins	★ Armored Shell / 3,600 coins	★ Great Sword / 7,000 coins
★ Nut / 200 coins	★ Silver Vest / 3,200 coins	★ Master Rapier / 6,800 coins
Antidote / 20 coins	Jerkin / 2,400 coins	★ Great Axe / 5,200 coins
Elixir / 30 coins	★ Knight's Shield / 3,000 coins	★ War Mace / 6,200 coins
Sacred Feather / 70 coins	Gauntlets / 1,600 coins	Arctic Blade / 2,600 coins
★ Water of Life / 3,000 coins	★ Heavy Armlet / 2,000 coins	Bandit's Sword / 700 coins
	★ Steel Helm / 3,100 coins	Witch's Wand / 860 coins
	Mail Cap / 2,000 coins	Blessed Ankh / 1,600 coins
	★ Guardian Circlet / 3,400 coins	★ Angelic Ankh / 6,400 coins

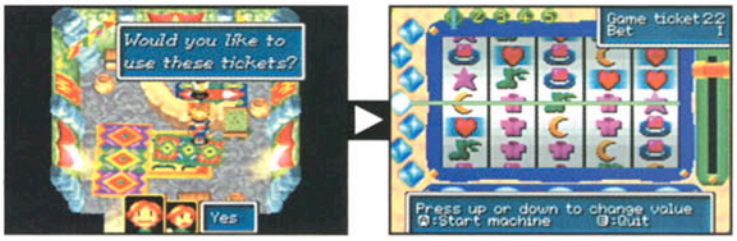
★ Recommended Items

A ROLL OF THE DICE



The first gambling area is a dice game. It costs 200 coins per toss, but you can win back many times that amount if you're lucky. You'll earn 200 coins for a pair of matching dice, 600 coins for three matches and 1,000 for four of a kind. If matching dice land in the special area, you'll earn a bonus prize.

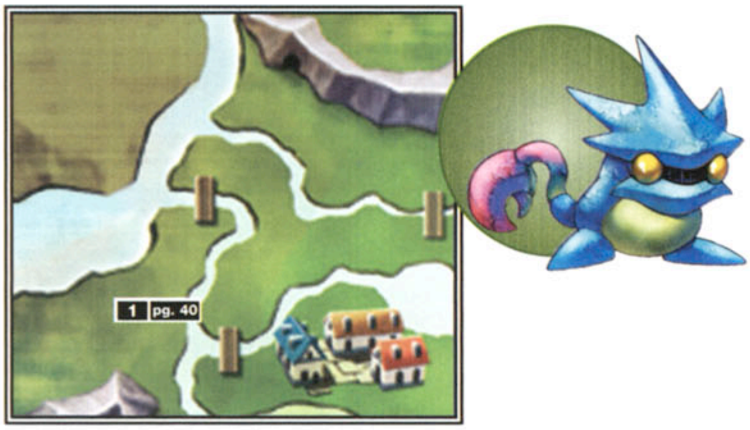
SPOT A SLOT



Remember the Game Tickets that you get after making a purchase? You can use them on the Lucky Wheel. Pull the lever to make the wheels spin. You get five pulls, and you can freeze one or more wheels after any spin. You'll have a better chance of winning if you use more than one Game Ticket at a time.

SECRET DJINNI

The third and final Djinni on the overworld map is located on the outskirts of Tolbi. Cross the bridge west of town, then walk north and cross a second bridge on your left. Walk around the new area until the secret Djinni challenges you.

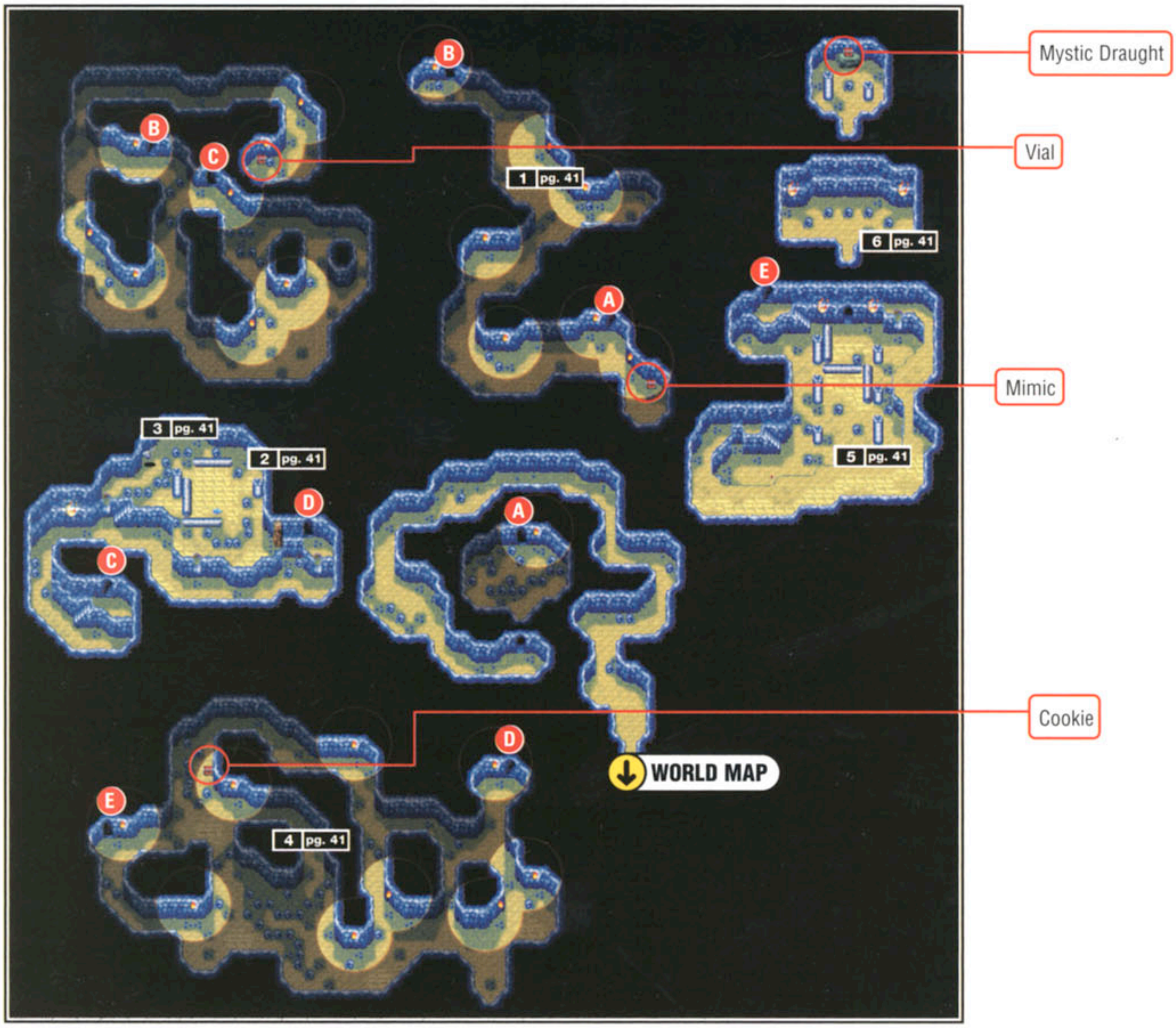


1 MERCURY DJINNI: HAIL

All hail Hail! The Mercury Djinni has the ability to freeze a foe in the middle of battle and drop its defenses. The frozen enemy will also take damage in the process.

ALTMILLER CAVE

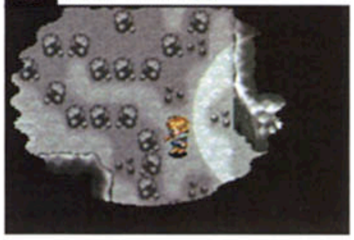
You must find Babi before Colosso can proceed. According to rumor, he was last seen at Altmiller Cave, a dangerous area to the north of Tolbi. It's dark inside the cave, but you can use Reveal to dispel the gloom momentarily.



1 YOU'RE SO TRANSPARENT

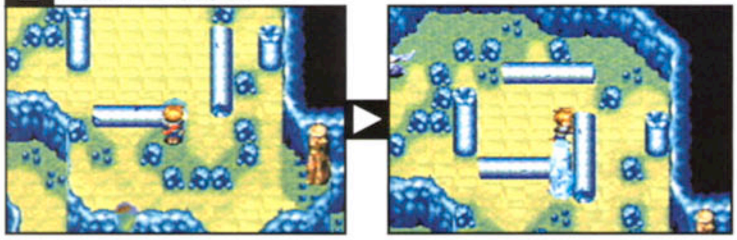
An invisible man is lying on the floor of Altmiller Cave, but he is too weak to return to the surface. He begs you to search through the cave for a Mystic Draught that will give him strength. Agree to the task and pay close attention to his directions for retrieving the draught.

4 LOST IN A FOG



The path gets tangled and confusing as you progress deeper into the cave, so light your way with Reveal. Don't forget to set Psynergy that you use often, like Reveal and Mind Read, to the L and R Buttons. You can do so in the Psynergy menu.

2 PUSH AND SHOVE



Push the bottom and left columns, then use Frost on the puddle to create an ice pillar. Push the same columns again, then walk around to the Djinni. Once you get the Djinni, use Move to push the stump and create a stepping-stone.

5 WHEEEEE!

It looks like you have to solve another column-pushing puzzle, but the solution is much simpler. Walk southwest until you find a set of stairs then walk up and around. Use the slide by the door to drop down one level and enter the passageway.

6 PRETTY COLORS

Rotate the left and right rocks to make the lights appear. Wait for a color to flash, then turn the corresponding rock. The rocks are, from right to left: blue, green, white, yellow and red.

3 JUPITER DJINNI: SQUALL

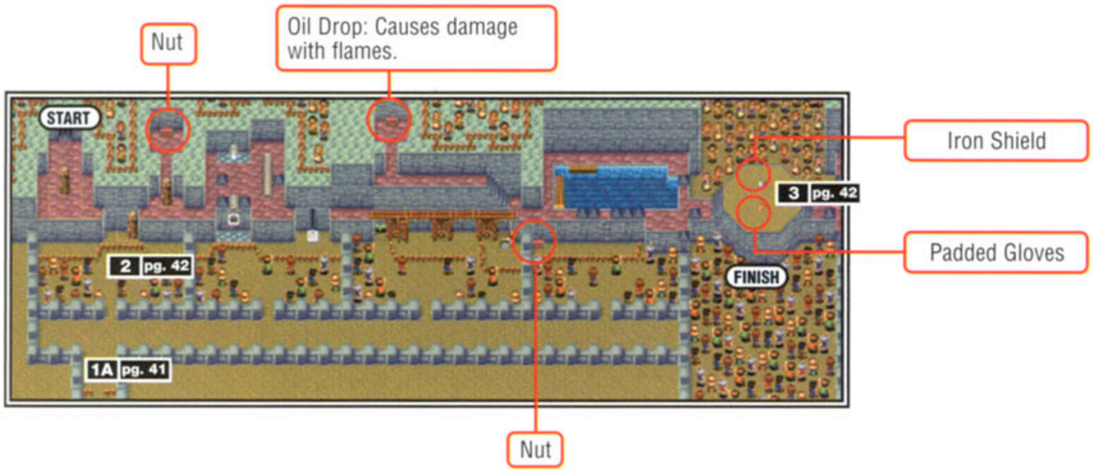
Squall is a tricky fellow who will run away at the first sign of trouble. Place four Venus Djinn on Standby and summon Judgment on your first turn, then hope your other characters can finish it off. Squall can paralyze an enemy with a powerful lightning storm.

BACK IN BUSINESS

Return the draught to the prone figure. Once he drinks it, he will reveal himself as Babi, the leader of Tolbi. He entered the cave to get his draught, but became ill and lost his way. Head back to Tolbi to participate in Colosso.

COLOSSO

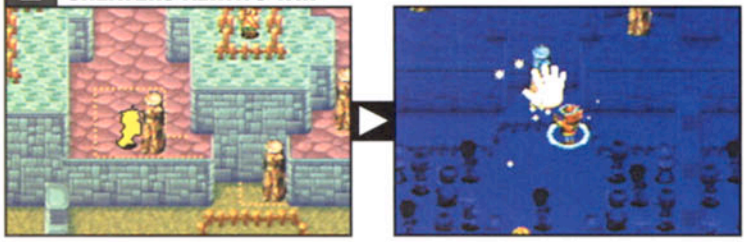
Are you fast enough? Are you strong enough? Can your friends help you cheat? If you answered yes to those questions, you're ready for Colosso! You must compete in a series of grueling battles with no weapons or armor. It will take advanced planning and help from your other party members to defeat all comers and emerge victorious.



1A ONE MAN ENTERS

Isaac is the only member of the party who has permission to enter Colosso. The rest will have to render assistance from the sidelines. Pay close attention and learn how to play the game. The guard will teach you the rules.

2 CHEATERS ALWAYS WIN



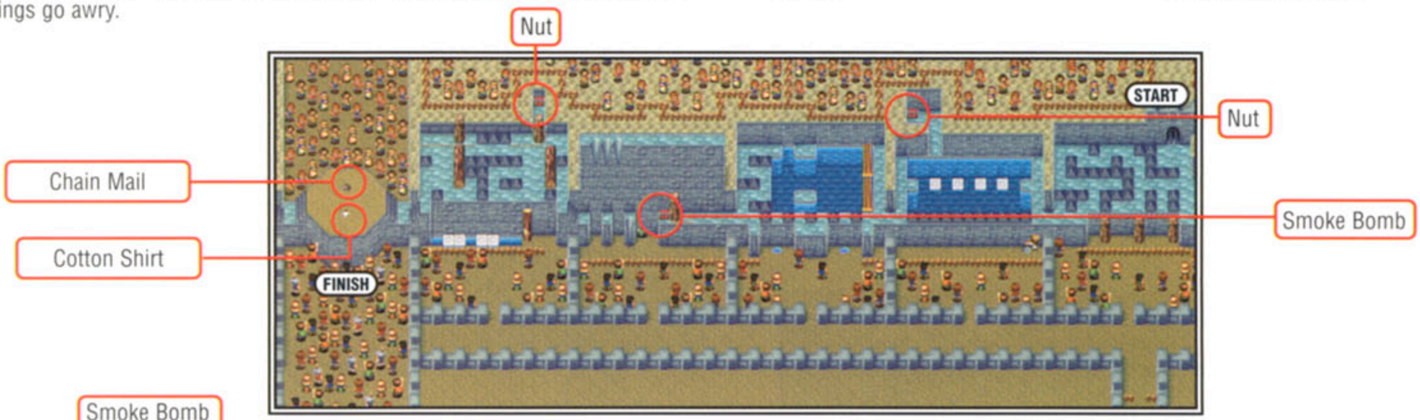
Once Colosso begins, Isaac must run through an obstacle course before reaching the fighting arena. Since the warriors are unarmed, you must pick up armor, items and weapons along the way. Your friends in the crowd can help with Psynergy. Examine each course carefully—keeping an eye out for things like puddles and plants—before you decide where to place the other party members. You should save before starting Colosso so you can reload the game if things go awry.

3 THE SMACKDOWN

You will recover all HP and PP after each battle, so don't worry about conserving. Strike fast and hard with your most powerful attacks. Use Nuts from the chests to restore your health.

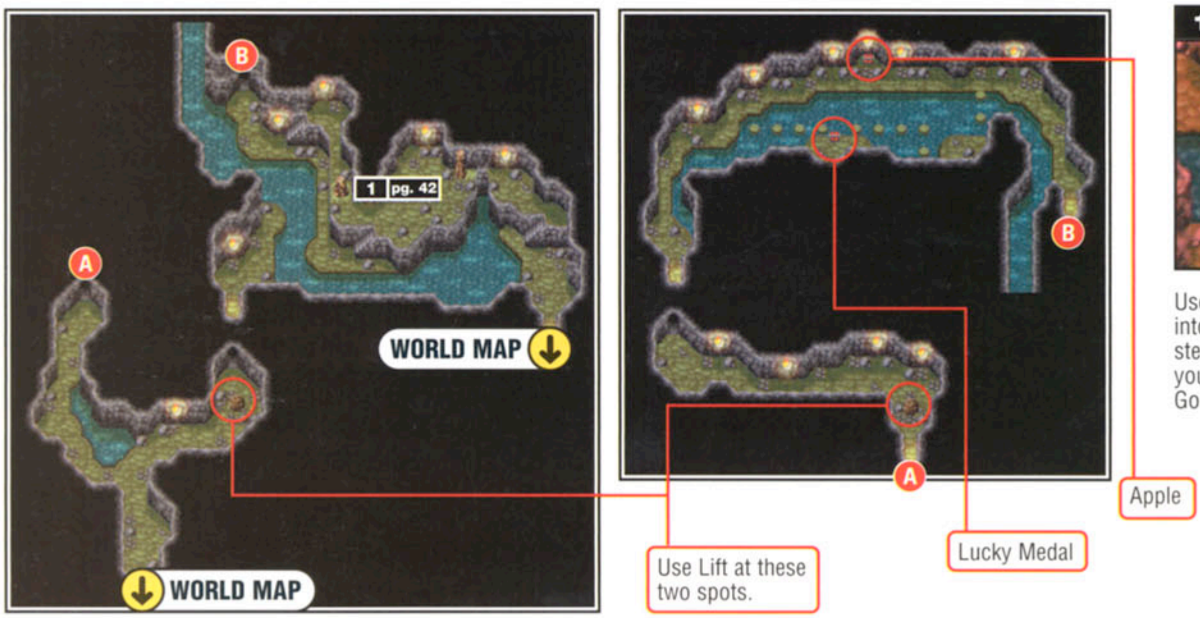
VICTORY IS YOURS

After Colosso, you'll awaken in Babi's Palace. Find Babi and speak with him, then follow him to his bedroom and speak with him a second time. He'll give you the Cloak Ball as a reward for your good deeds.



GONDOWAN CAVE

Babi has been searching for the ancient Lemurians for some time, and he feels your party is the final piece of the puzzle. Agree to meet his right-hand man, Iodem, at Gondowan Passage, then set out for Gondowan Cave.

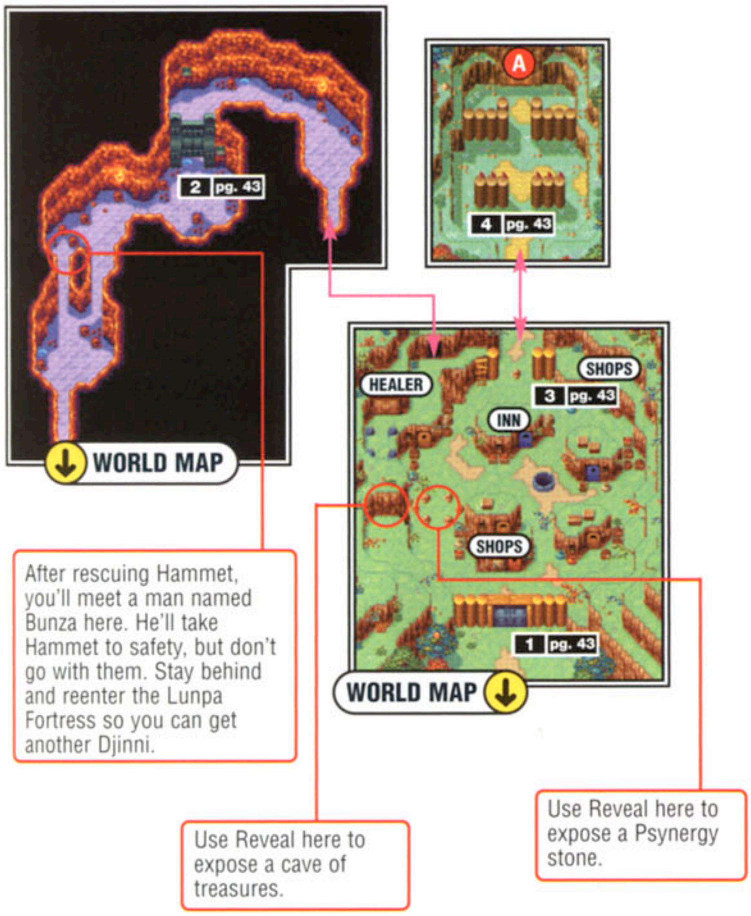


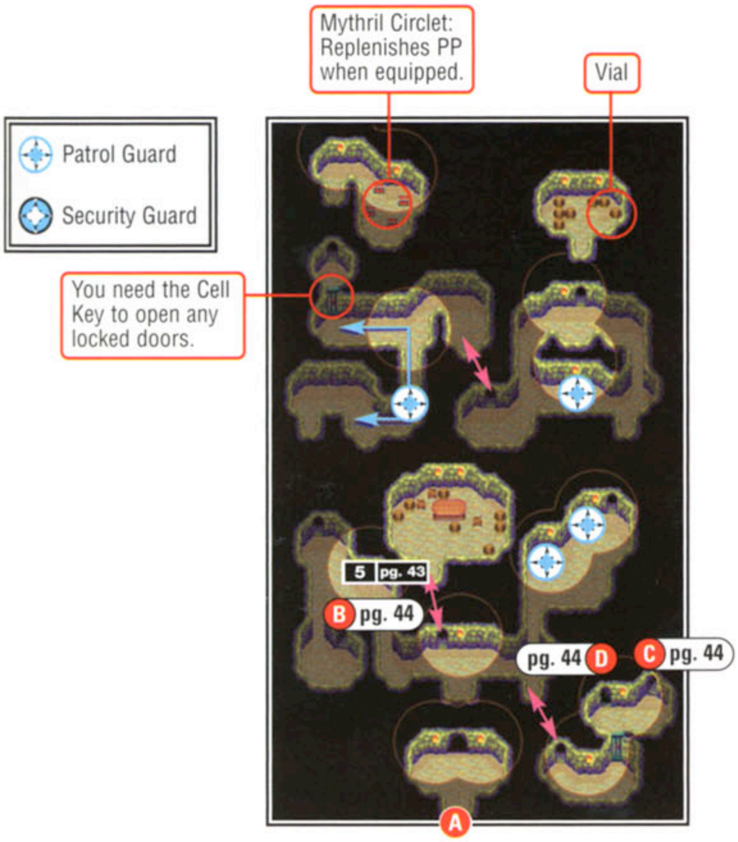
1 TIMBER

Use Move to push the large stump into the water. It will create a stepping-stone when it falls, allowing you to bypass the backwaters of Gondowan Cave on subsequent trips.

THE TOWN OF LUNPA

Before meeting up with Iodem, head for the town of Lunpa (north of Vault) and rescue Hammet the merchant. Return to Kalay and take the treasure he's stashed in the sewers. Only then should you move on to Gondowan Passage.

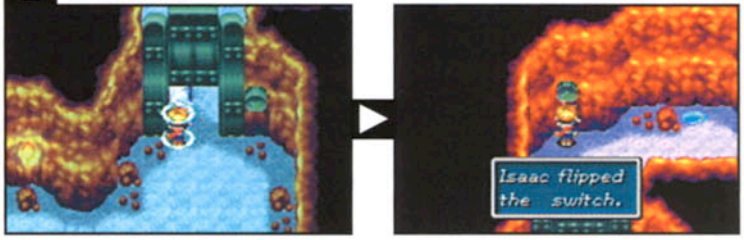




1 NONE SHALL PASS

The main entrance to Lunpa is guarded by burly men who mean business, and they won't let you pass for any reason. You'll have to find another way in.

2 BACK DOOR

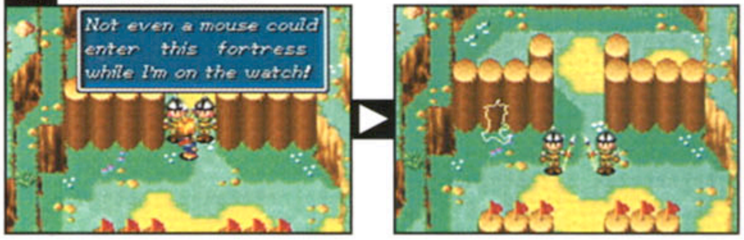


Enter the cave west of Lunpa and use Frost on the puddle beneath the half-opened door. The puddle will form an ice pillar and prop the door open. On your way back, flip the switch on the other side to open the door.

3 FROSTY THE PILLARMAN

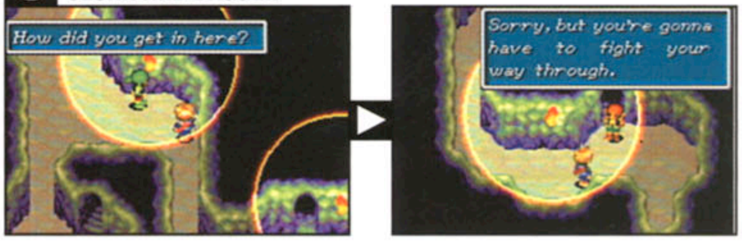
Use Reveal between the two pillars at the north end of town to find a puddle. Use Frost on the puddle to make an ice pillar, then use the pillar to reach the other side of town. You must be at the top of the puddle (facing south) or it will not work.

4 THIEVES APLENTY

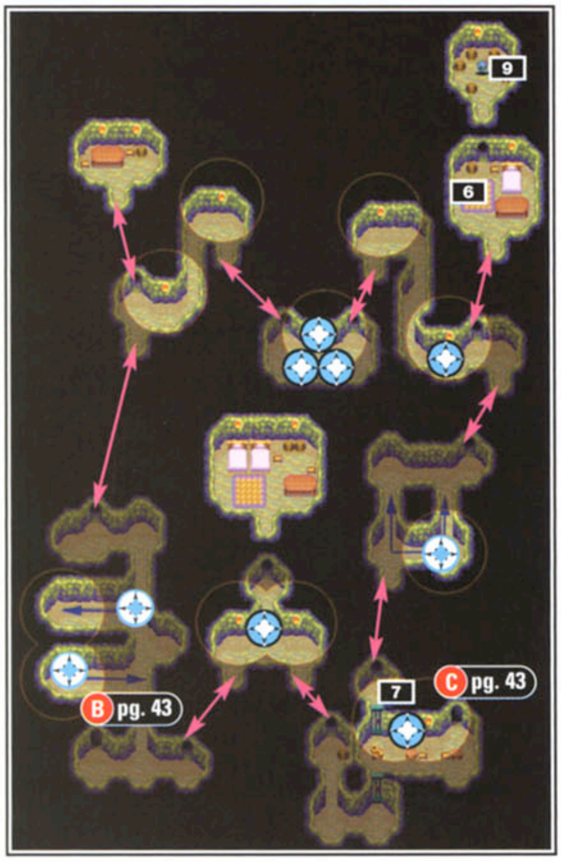


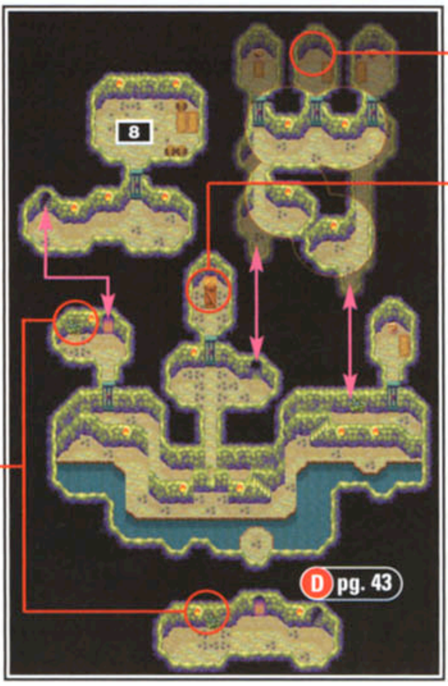
If the guards at Lunpa Fortress catch you, they'll kick you out of town. Use the Cloak Ball to become invisible and sneak past them. You must stay in the shadows, or the Cloak Psynergy will wear off.

5 CLOAK AND DAGGER



Once inside the fortress, use Cloak to sneak past the numerous guards. If a Patrol Guard sees you, you will have to start over from the beginning. If you see a Security Guard, you must fight him—so don't worry if he notices you.





6 KEEP IT IN THE FAMILY

Time has not been kind to Donpa, and now his son, Dodonpa, has kidnapped Hammet and taken over the peaceful town of Lunpa. Fulfill the old man's wish and remove his son from power. Return to Donpa's room after freeing Hammet to receive a Djinni.

7 CATCH AS CATCH CAN

Look for a cell-like door with a key just beyond your grasp. Use Catch to pick up the key, then use the key to open any locked doors you stumble across.

8 FLATTENED

After you defeat Toadonpa, the giant monster will fall onto Dodonpa, crushing him. Leave the thief in the jail to stew in his own juices and (hopefully) learn an important lesson about being kind to others.

9 MERCURY DJINNI: TONIC

After you escort Hammet to the cave where you entered town, return to the hideout and go to the room behind Donpa's bedroom, where the Djinni Tonic is waiting for you. Tonic will heal all party ailments, such as Sleep and Delusion, when used in battle.

BOSS BATTLE

Dodonpa has enlisted the aid of a powerful creature called Toadonpa. Place all of your Djinn on Standby before the battle begins, then summon the most powerful spirits of each element. Toadonpa recovers 80 HP each turn, so take it out quickly.

Toadonpa- HP: 2800 EP: 0 EXP: 999

LUNPA SHOPS

POTIONS

- Herb / 10 coins
- Antidote / 20 coins
- Elixir / 30 coins
- Sacred Feather / 70 coins
- ★Potion / 1,000 coins
- ★Water of Life / 3,000 coins

ARMOR

- Plate Mail / 4400 coins
- ★Silver Armlet / 4,000 coins
- Silver Helm / 3,900 coins
- Platinum Circlet / 3,000 coins
- Blessed Robe / 7,000 coins
- ★War Gloves / 4,000 coins

WEAPONS

- ★Shamshir / 10,000 coins
- Ninja Blade / 8,800 coins
- Assassin Blade / 7,800 coins
- ★Dragon Axe / 10,300 coins
- Demonic Staff / 1,0000 coins

★ Recommended Items

SUHALLA VILLAGE

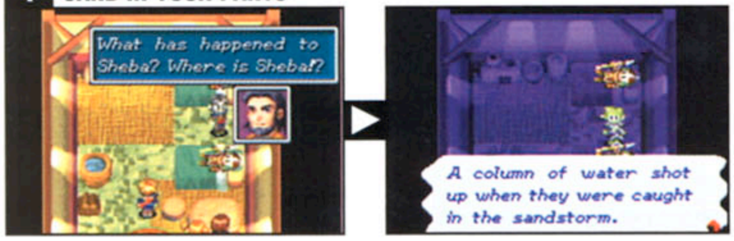
After rescuing Hammet, meet with Iodem at the Gondowan Passage then set out for Suhalla. The village of Suhalla is located at the edge of a scorching desert, and the people are in an uproar over a recent series of windstorms. You're closer than you've ever been to catching Saturos and Menardi and forcing a confrontation.

SUHALLA SHOPS

POTIONS	ARMOR	WEAPONS
Herb / 10 coins Nut / 200 coins Antidote / 20 coins Elixir / 30 coins Sacred Feather / 70 coins ★Potion / 1,000 coins ★Psy Crystal / 1,500 coins ★Water of Life / 3,000 coins	None	None

★ Recommended Items

1 SAND IN YOUR PANTS

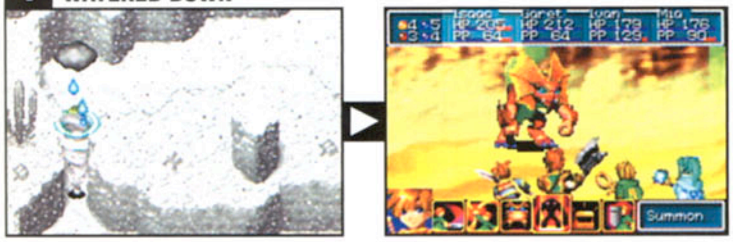


A pair of wounded guards are recuperating in town. Speak to them to learn about terrible sandstorms and a missing girl named Sheba, then read their minds to glean more useful information.

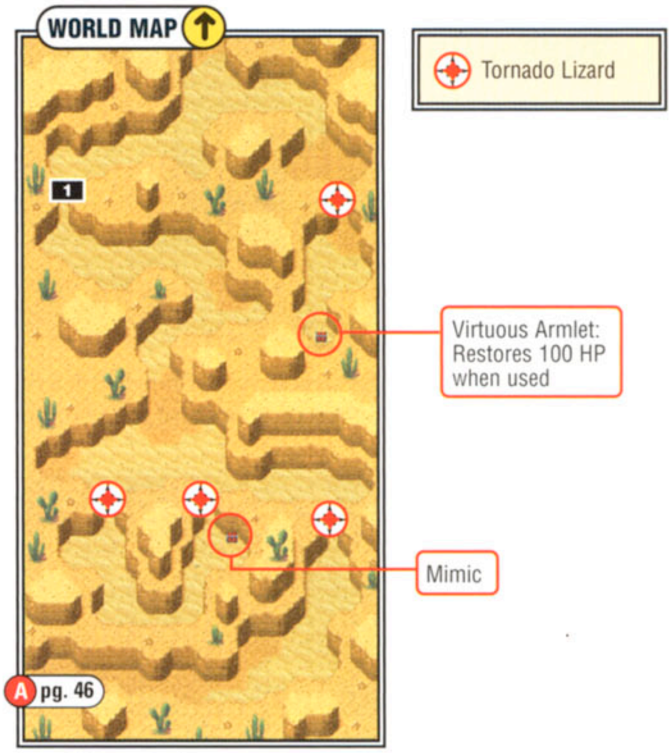
SUHALLA DESERT

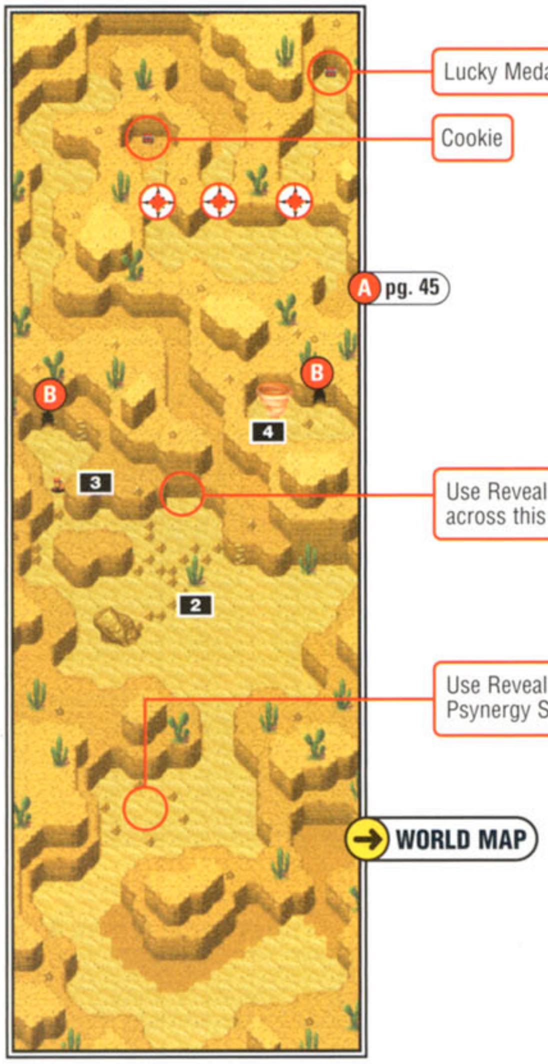
The Suhalla Desert is a hot and barren place, filled with large monsters and blowing winds. You'll face bizarre creatures that hide in sandstorms and even be picked up and carried away by the winds. Make sure that you have some Psy Crystals.

1 WATERED DOWN



Once a sandstorm picks your group up, use Douse to free yourselves. You'll have to fight a Tornado Lizard each time you get caught. The lizards are powerful monsters that can decimate an unprepared party. Attack them with Mercury Djinn and water spells.





2 BOSS BATTLE

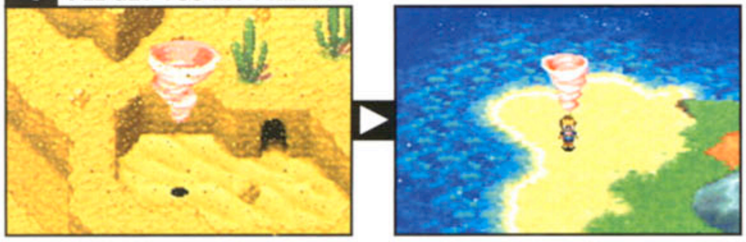
The Storm Lizard is a tough cookie without any glaring weaknesses. It likes to increase its attack power with Impact Psynergy, so counter that move with the Sleet Djinni. Have Mia or Isaac ready to heal at all times.

Storm Lizard - HP: 3000 EP: 45 EXP: 1360

3 MARS DJINNI: FLASH

Where else would you find a Mars Djinni but the desert (except for the crazy one in the frozen Imil waterfall)? Flash can block damage to the entire party by using a firewall. It's similar to Granite's power, but more effective.

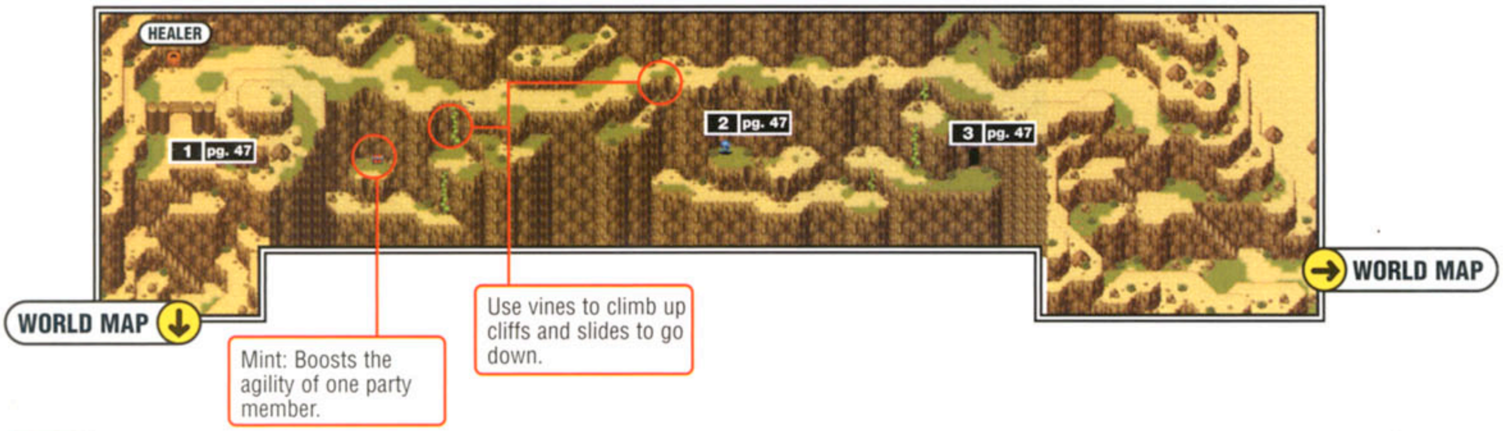
4 I'LL GET YOU MY PRETTY



There is a large pink tornado at the heart of Suhalla Desert. If you enter the funnel cloud and don't use Douse, it will take you to Crossbone Isle. You need the Cloak, Carry, Catch, Frost, Reveal, Move and Halt Psynergies to make it to the isle's final boss, who is the most difficult enemy in the game.

SUHALLA GATE

Once you pass through the desert, you'll need to traverse the Suhalla Gate. There are series of vines and slides to make the trip more interesting, as well as a wandering Djinni that is more than happy to join your quest.



1 SOLDIERS NEVER CRY

The soldiers at Suhalla Gate met Saturos and Menardi, and needless to say, it wasn't a pleasant experience. Give them some encouraging words before you go.

2 MERCURY DJINNI: DEW

Do the Dew. The Djinni Dew, that is. The Mercury Djinni will add a second line of defense to your party, as it can revive a fallen party member in the middle of combat.

3 DAVY JONES'S LOCKER

After clearing the Suhalla Gate, you'll emerge from a cave and find a sunken ship. Iodem will give you a Black Orb and ask you to raise the ship, but your efforts will fail. Return the Black Orb and keep the ship's location in mind for later.

VENUS LIGHTHOUSE ENTRANCE

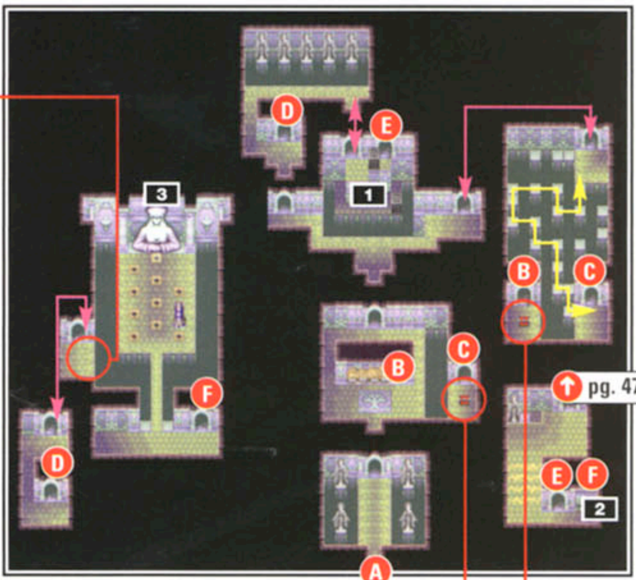
Your mission is almost at an end, but a pair of tricky lighthouses will test your cunning to the limit. You must perform certain actions in the Venus Lighthouse to gain access to Babi's Lighthouse, so get cracking.

WORLD MAP

WORLD MAP

Talk to the Scholar for clues, then read his mind for more detailed information.

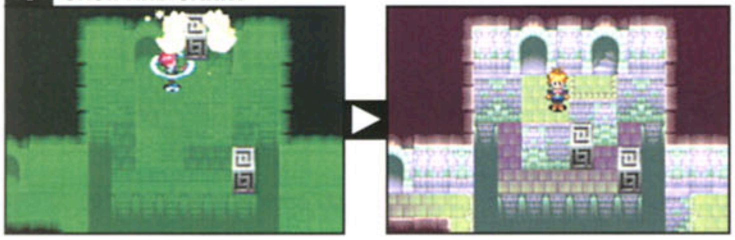
Lucky Cap: Boosts critical hit ratio and restores PP.



pg. 47

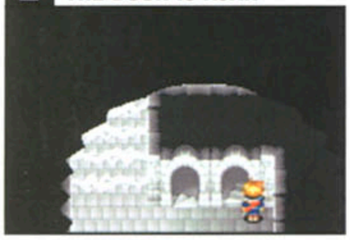
Carry Stone: Bestows Carry Psynergy when equipped.

1 CASH AND CARRY



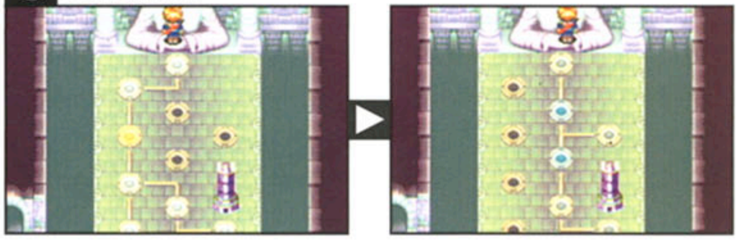
Once you get the Carry Stone, you can use the Carry Psynergy. Carry allows you to take heavy objects and gently lift them to the ground. Use it on the box with strange carvings to clear a path to the staircase.

2 THE DOOR IS AJAR



The door marked by the number 2 is invisible until you use Reveal. You must find the door to access Babi's Lighthouse. The door to the Carry Stone, marked with the letter B, must also be found by using Reveal.

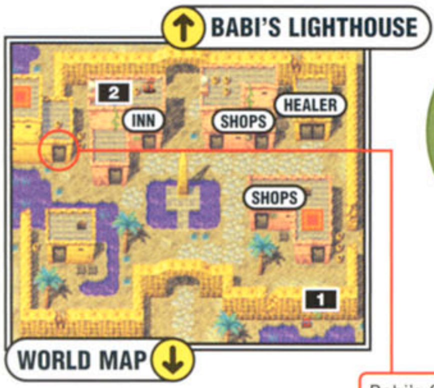
3 PICK A PATH



Speak to the statue to form a pattern of lights on the floor and open a path through Babi's Lighthouse. If you speak to the statue again, the lights will change—meaning that a different path has opened. The path with lights in the middle is more straightforward, but there is a hidden treasure you can get only if the lights are on the left-hand side of the room.

THE TOWN OF LALIVERO

Your work at Venus Lighthouse is finished, and you should strike out for the town of Lalivero. It is the last village you'll encounter on your trek, so stock up on whatever items you might need before proceeding.



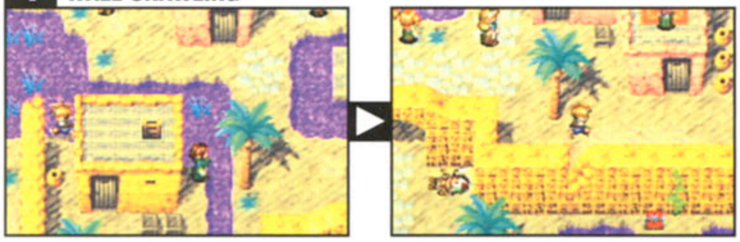
Babi's Ship is locked away in this room. Return later to be let in.

LALIVERO SHOPS

POTIONS	ARMOR	WEAPONS
Herb / 10 coins	Steel Armor / 4,900 coins	Ninja Blade / 8,800 coins
Nut / 200 coins	Knight's Helm / 4,600 coins	Swift Sword / 9,400 coins
Antidote / 20 coins	Platinum Circlet / 4,200 coins	☆Silver Blade / 12,000 coins
Elixir / 30 coins	Blessed Robe / 7,000 coins	Assassin Blade/ 7,800 coins
Sacred Feather / 70 coins	☆Magical Cassock / 9,000 coins	☆Rights Mace / 8,400 coins
☆Potion / 1,000 coins	☆Mirrored Shield / 5,200 coins	☆Crystal Rod / 13,400 coins
☆Psy Crystal / 1,500 coins	Spirit Armlet / 9,000 coins	Demonic Staff / 10,000 coins
☆Water of Life / 3,000 coins	Jeweled Crown / 4,000 coins	

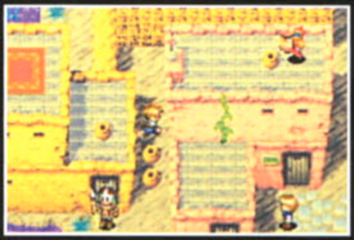
☆ Recommended Items

1 WALL CRAWLING



You can jump onto the wall surrounding the city by getting onto the rooftops of various buildings. You must use the wall-walking route to get the Mars Djinni at the north end of town and the Warriors Crown in the chest at the south end of town.

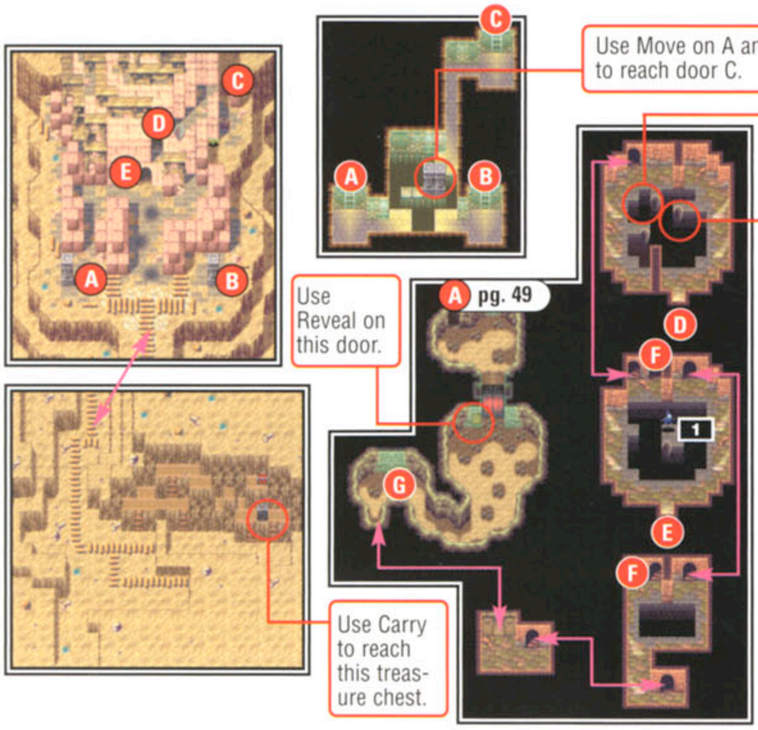
2 MARS DJINNI: TORCH



Torch is one of the most powerful Djinn in the game. Its attack bestows massive amounts of damage on an enemy, regardless of the foe's defense ratings or active defensive Psynergy.

TO BABI'S LIGHTHOUSE

For good or ill, your journey ends at Babi's Lighthouse. The monsters are incredibly strong and the puzzles downright diabolical, so be prepared. Your party should be at level 24 or higher before attempting the lighthouse.

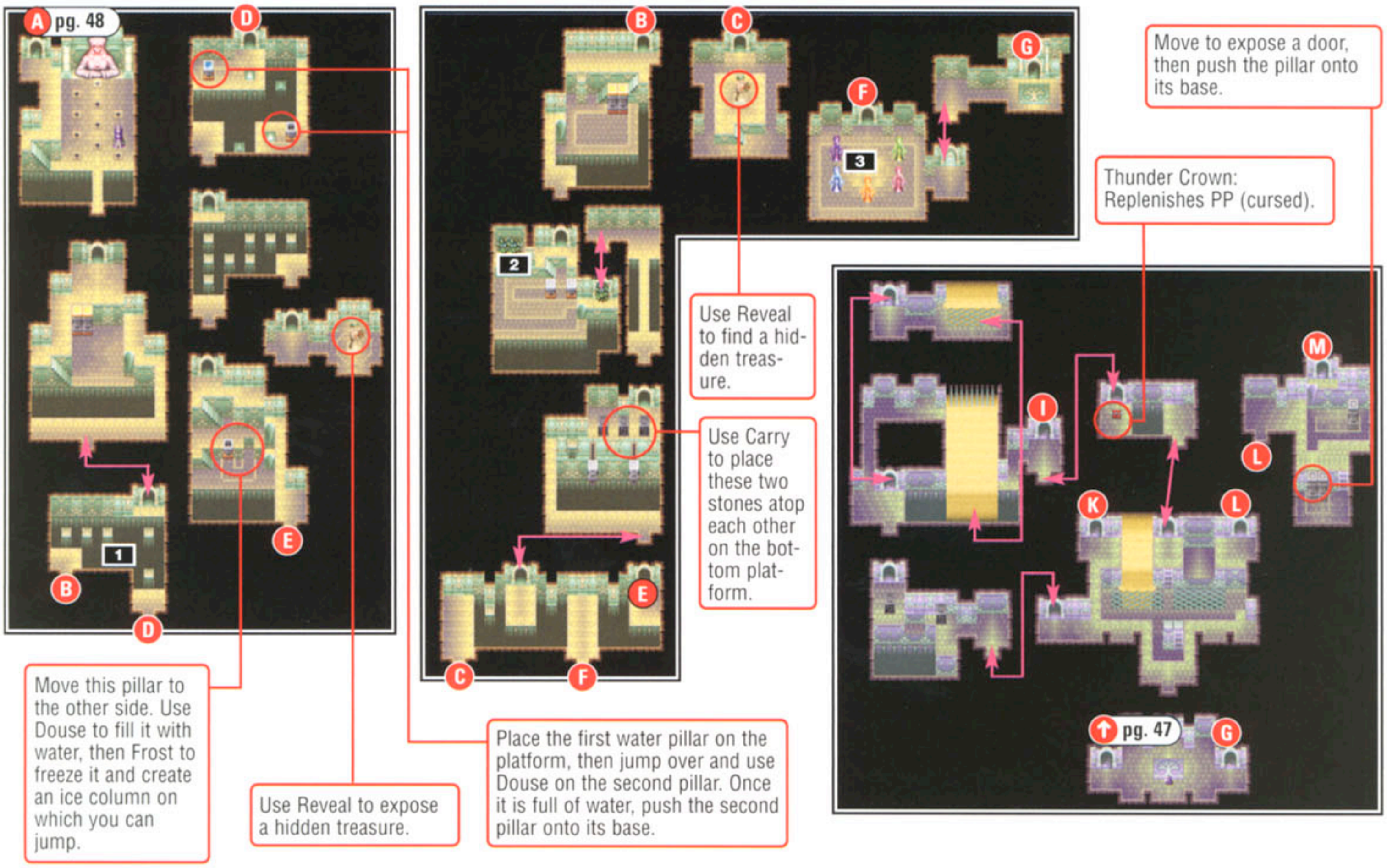


1 JUPITER DJINNI: LUFF

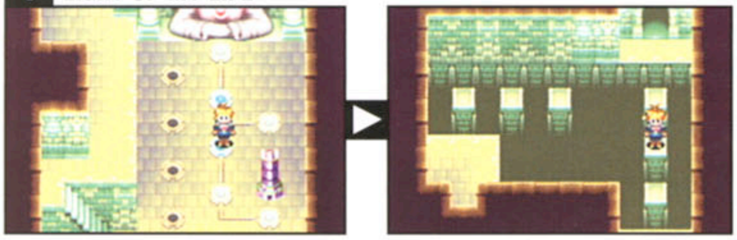
Luff is the seventh and final Jupiter Djinni. It can use its power to seal a foe's Psynergy for a turn or two. The very last Djinni in the game, a Venus Djinni, is located on Crossbone Isle.

TUNNEL RUINS

Babi's Lighthouse contains a huge maze of twisted tunnels deep below its high-rising exterior. If you haven't been to Venus Lighthouse yet, turn around and head there now, or you won't be able to get through Babi's Lighthouse. If there are areas of the world you still need to explore, do so now. Once you beat the final boss, you won't be able to look around any more.

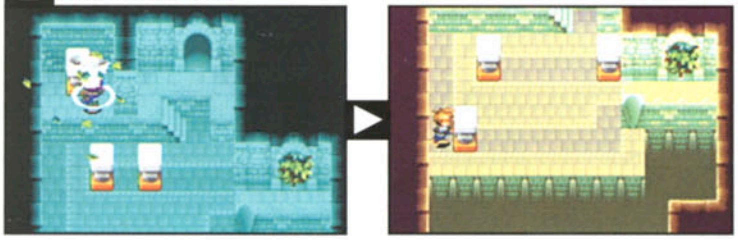


1 LIGHT UP MY LIFE



The pretty lights in Venus Lighthouse come into play as soon as you pass through the door that stymied Iodem. The pattern will change depending on whether your lights were on the left or in the middle, but don't fret. Both paths will lead you to the final goal.

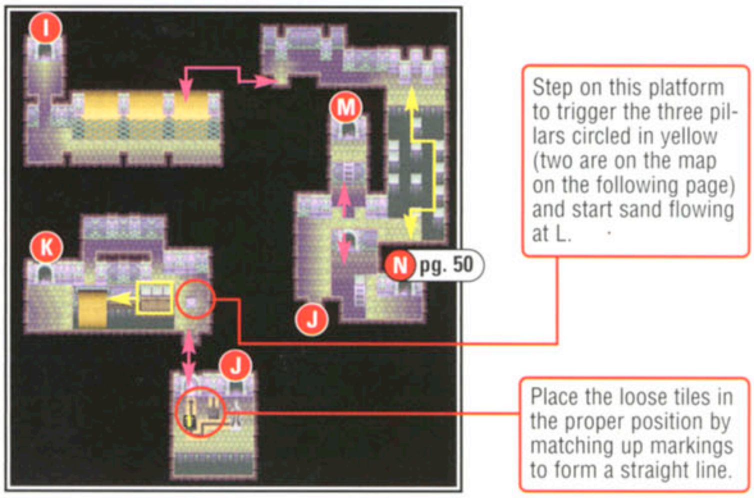
2 THE WINDY CITY

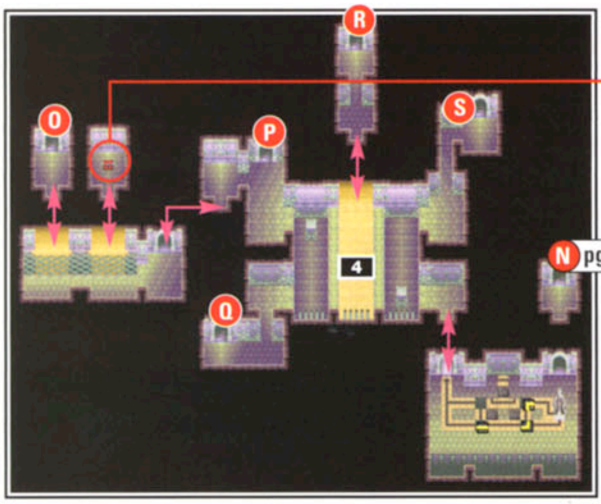


Move the pillars until you can jump onto the left-hand platform, then use Whirlwind to remove the leaves and reveal a third pillar. Push the third pillar off the left-hand side of the platform, then maneuver the three until you can jump to the right-hand platform. Use Whirlwind to clear the leaves, then proceed.

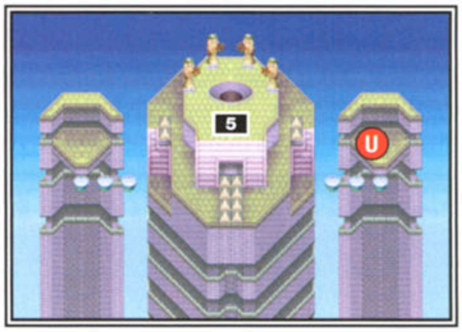
3 A COLORFUL BUNCH

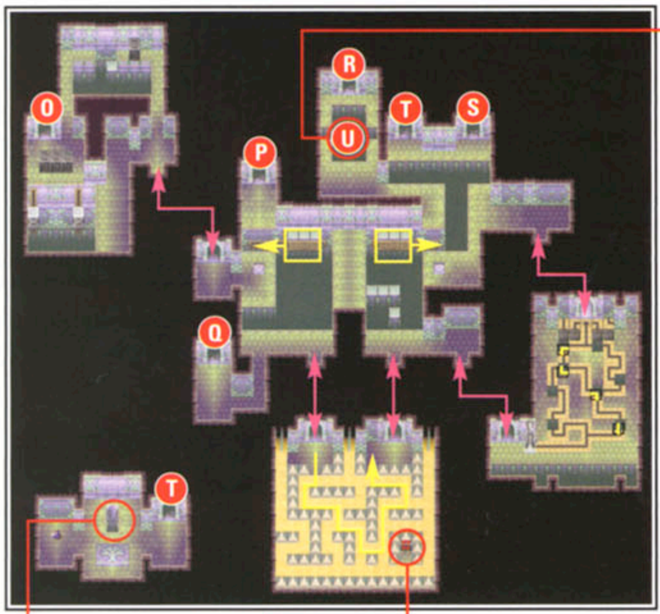
You must move five statues in a certain order to proceed. The solution is shown to the left. Place the yellow statue in the middle and surround it with (clockwise from the northeast side) blue, purple, green and red.





Dragon Scales: Heavy armor.





Gaia Blade: Unleashes Titan Blade when used.

Slide down the slide in the middle of the room to land on platform U. The platform will take you to the top of the lighthouse.

BOSS BATTLE

When battling Saturos and Menardi, begin with all Djinn on Set. Call them out one at a time (defensive Djinn like Granite and Flash are very helpful) and keep whittling down the two evildoers. Have one party member heal as necessary.

Saturos - HP: 3000 EP: 260 EXP: 3000

Menardi - HP: 3000 EP: 260 EXP: 3000

BOSS BATTLE

After you fell them once, the baddies reform into a monster. If you followed the strategy above, you will have many Djinn on Standby—use them to summon your most powerful creatures. Djinn are the key to winning the battle. Don't let them all reach Standby—once you use four, summon a creature so you're not left defenseless. Remember that Saturos and Menardi are Fire Adepts and vulnerable to Water attacks.

4 GIVE SAND A HAND

You must wade through rushing sand to reach certain areas of the lighthouse. Though the sand will push you down, you can fight it long enough to reach the other side. Certain switches will turn falling sand on and off. Go through the doors in the following order: P, Q and S.

THE SUN IS DONE

Congratulations! You've defeated Saturos and Menardi, which is no easy task. But the ending leaves many unanswered questions, such as . . . well, we wouldn't want to spoil it for anyone who might be reading ahead. But with the mission of our heroes far from over, you're sure to see much more of Isaac, Garet, Mia, Ivan, Felix and all the rest.

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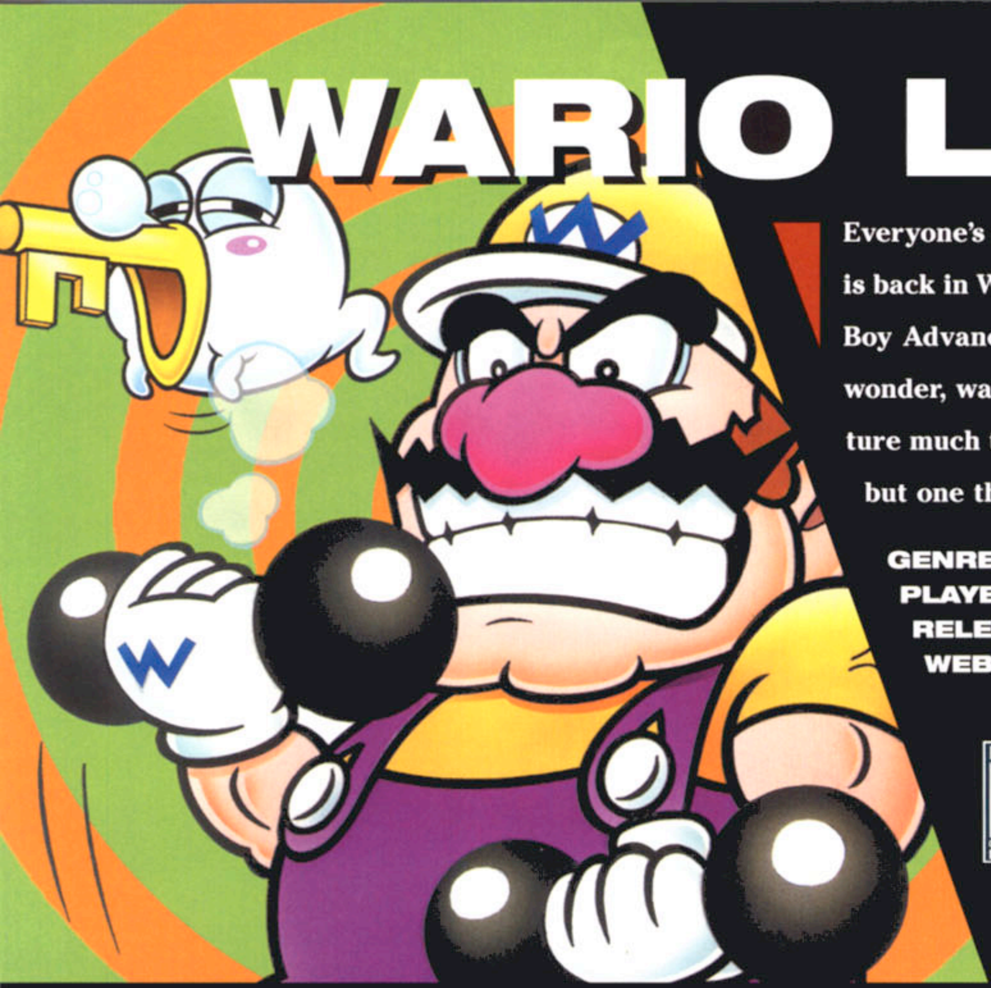
WARIO LAND 4



Everyone's favorite misunderstood video villain, Wario, is back in Wario Land 4, his first solo adventure for Game Boy Advance. Take a trip through a magical pyramid of wonder, warping from world to world through an adventure much too big for an everyday plumber-turned-hero, but one that only the dastardly Wario can tackle.

GENRE: *ACTION*
PLAYERS: *1*
RELEASE: *NOVEMBER 2001*
WEBSITE: *www.gameboy.com/wario*

EVERYONE E CONTENT RATED BY ESRB — **Comic Mischief**

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A CHANGE OF HEART

Well, maybe Wario's cold, stonelike heart will never change, but he can change his form to suit any situation that arises. Encountering certain creatures along the way can sometimes change Wario for the better and help him in his quest.

FAT WARIO
When he eats an apple, Wario becomes heavy enough to smash down through large blocks.

SPRING WARIO
To spring to new heights, make sure Wario gets attacked by hammer enemies along the way.

PUFFY WARIO
When Wario is stung by a bee or an arrow, he will inflate and be able to float to platforms above.

BUBBLE WARIO
While underwater, aim for a bubble to achieve a form that will conquer strong currents.

FLAT WARIO
To get through tight passages, let a machine smash Wario and flatten him for the task.

FIRE WARIO
To break through Flame Blocks, let Wario encounter a source of fire then run through the obstacle.

SNOW WARIO
If Wario encounters snow, he will be turned into a snowball so he can roll through the Snow Blocks.

FREEZE WARIO
To defeat enemies en masse, let a Yeti get hold of Wario to turn him into his frozen form.

GHOUL WARIO
When Wario is in his ghoulish getup, he will be able to go through spikes and some floors.

BAT WARIO
If Wario comes face-to-face with a bat, he will turn into his bat form. Use the form to fly to high places.

PICKING YOUR PATH

Beyond the Hall of Hieroglyphs, you will have access to five passages, all of which are color coded. The maps are presented in a recommended order, but you can complete passages in any order.

ITEM KEY

Health · Gem Piece · CD · Diamond · Ghost Key · Timer

COLOR KEY

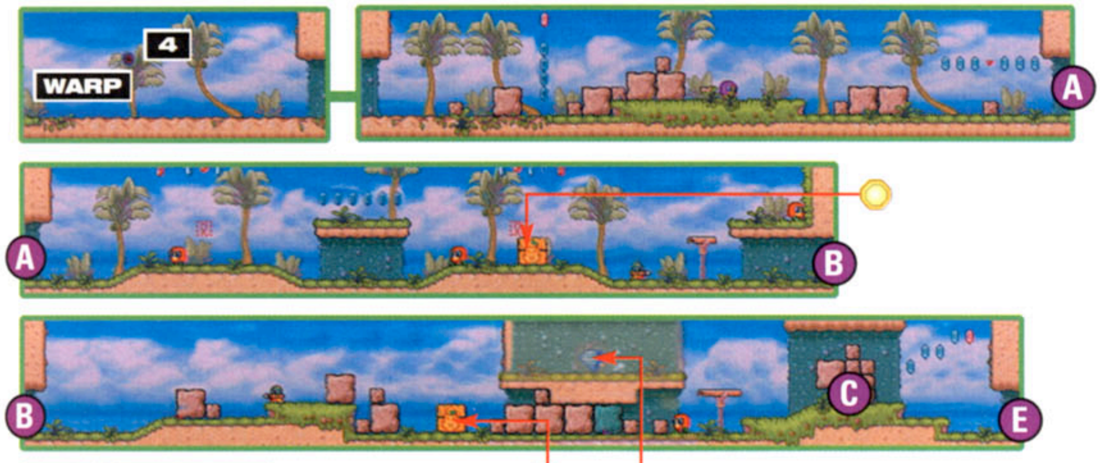
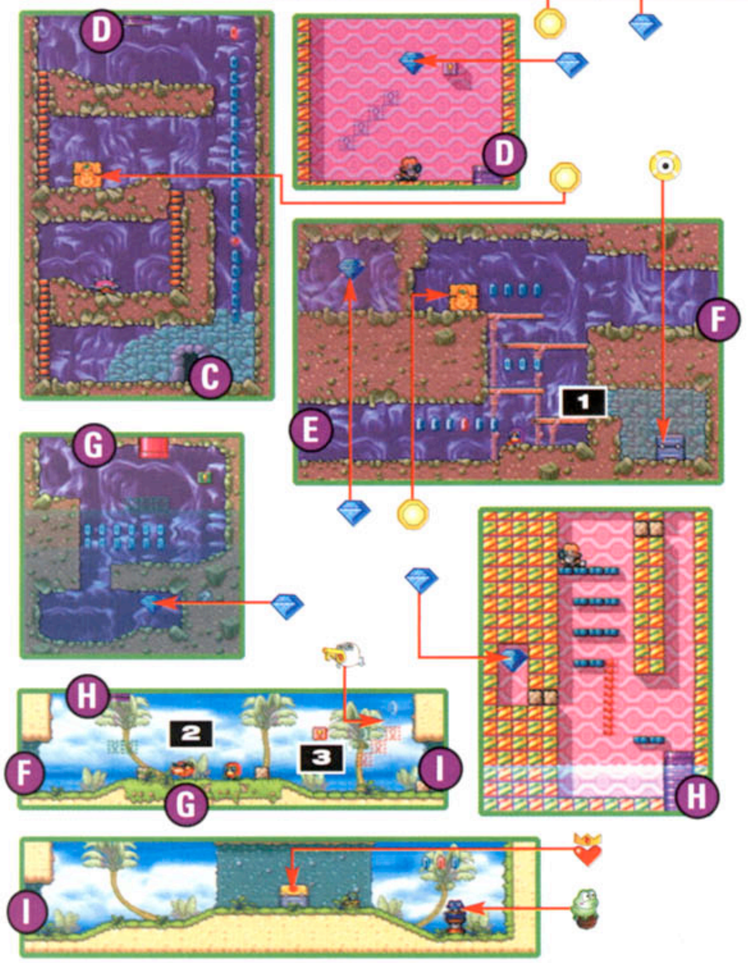
- Emerald Passage
- Ruby Passage
- Topaz Passage
- Sapphire Passage
- Gold Passage

EMERALD PASSAGE

The Emerald Passage is the first stop when you're moving to the right around the Pyramid on the map screen. The worlds along the first passage may be nature-themed, with trees and flowers aplenty, but it won't be a simple walk in the park for Wario.

PALM TREE PARADISE

Don't let the beach theme fool you—Wario's not here for a little fun in the sun. Work your way right through the level, making sure you hit some of the secret underground levels to acquire some much-needed treasure and hearts on your way to the key.

1 WALLFLOWER WARIO

In the underground area, be sure to press against the walls to find the room where the CD is stashed. Secret rooms are plentiful in the game, so keep your eyes peeled.

2 SHIFTY FELLOWS NEED NOURISHMENT, TOO

In Wario's world, it helps to eat to the bursting point sometimes. Eat an apple from the monkey to turn the already not-so-svelte Wario into a very portly plumber. Use the extra girth to pound your way through the nearby blue rock in the ground, which will send you to an underground area to collect a diamond.

3 UP THE BLOCKS

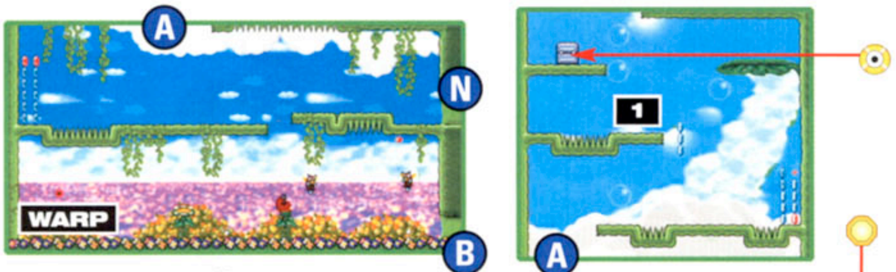
Hit the Exclamation Switch near the end of the level to make three blocks appear. You can use the blocks as steps, so climb them skyward to get the Ghost Key.

4 WARP SPEED NOW

After getting the Ghost Key, continue on to the timer. When you hit it, you'll have to race back to the beginning of the level and jump through the warp before time runs out.

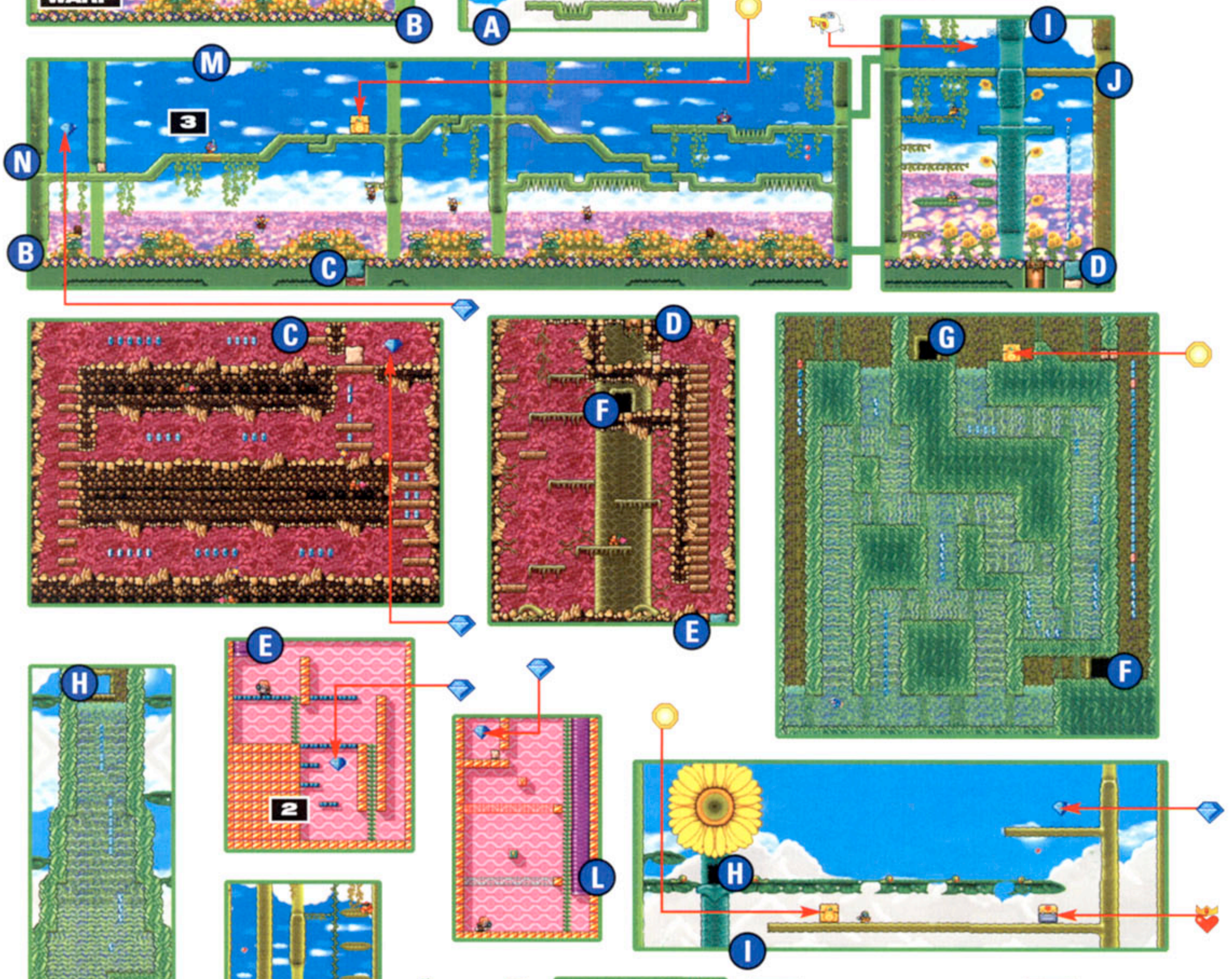
WILDFLOWER FIELDS

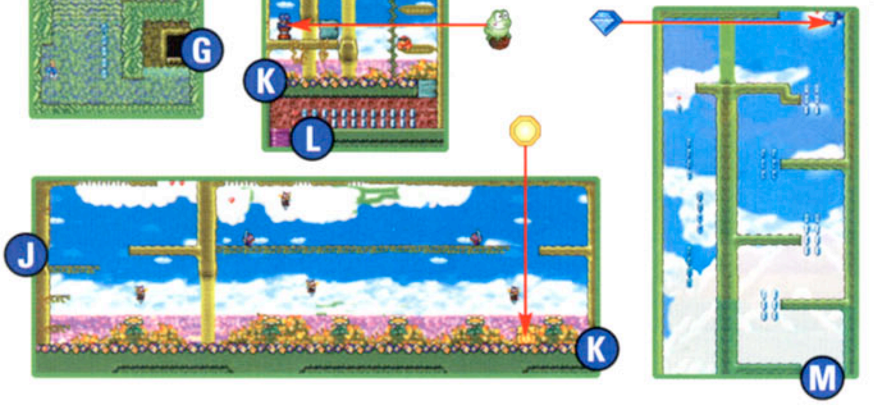
The Wildflower Fields are full of colorful flowers, vine-covered platforms and pesky, stinging bees. Avoid the multiple pit traps lined with sharp spikes, as they can be very painful for Wario if he happens to fall down or float up into them.



1 WARIO'S BEAUTIFUL BEE-STUNG LIPS

When Wario is stung by a bee, his whole face puffs up like a balloon—which is a good thing, because it lets him float to heights that were too high for his conventional jumps.





2 WHAT'S UP, DOC?

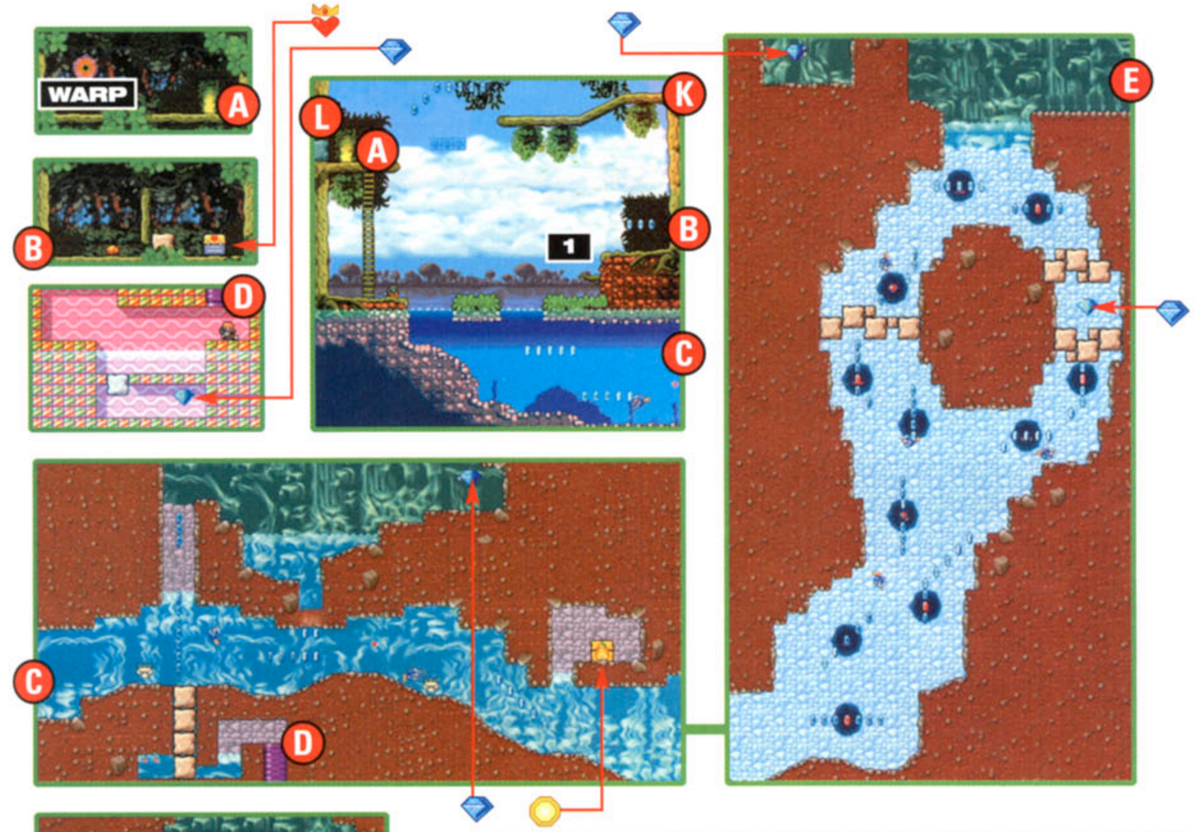
To get the diamond, you have to employ the good doctor's help. Throw him down to the bottom then bounce off his head to reach the platforms.

3 GROUND POUNDING

On the way back to the warp, pound through the weak spot in the ground after collecting the last Gem Piece and float all the way up to a new area.

MYSTIC LAKE

Underwater areas make up most of the next level, with lots of enemies and strong water currents to make life difficult for Wario. Watch for flashing red eyes in the holes along the walls—they will tell you when the large fish come out to feed.

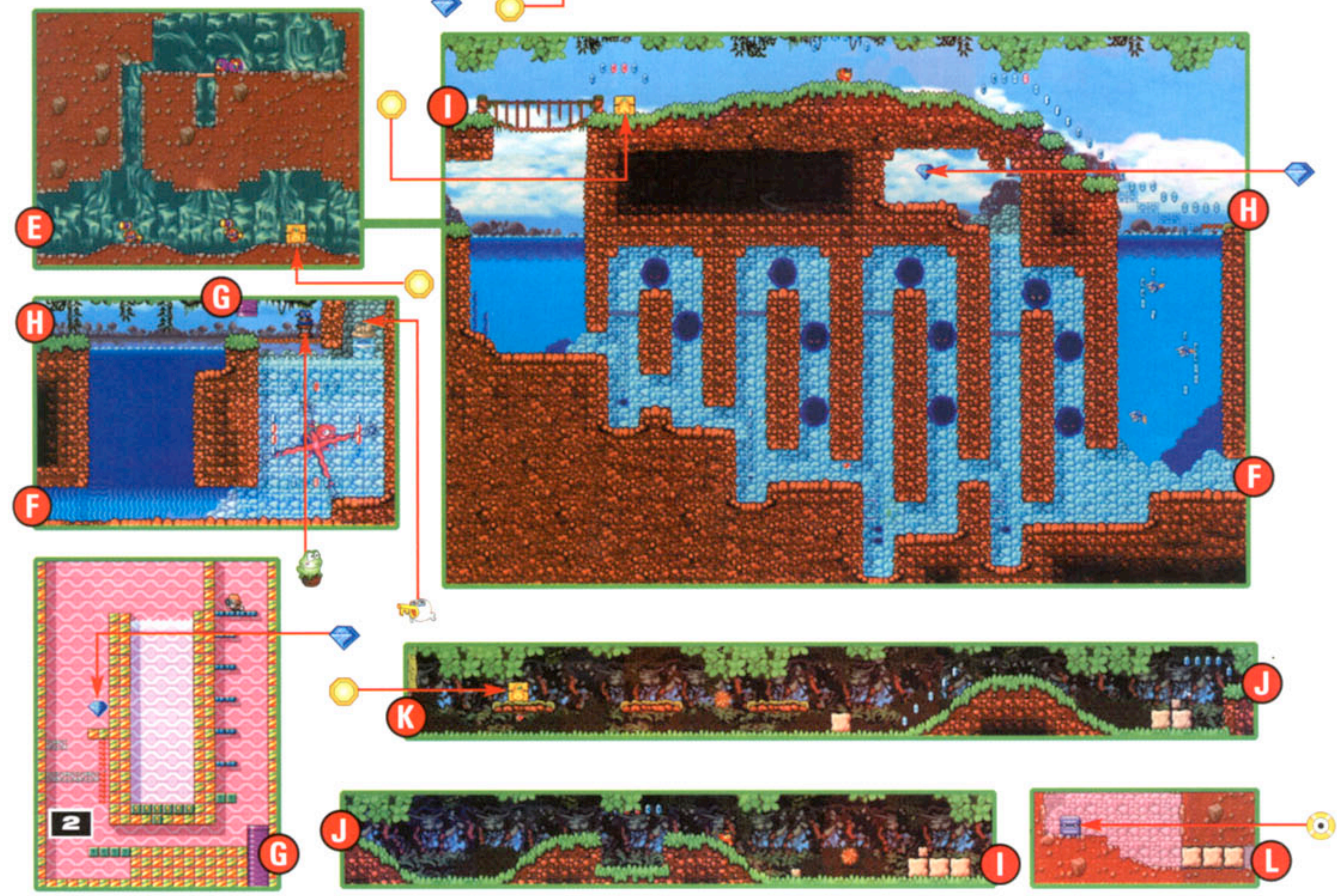


1 HELPFUL BADDIES

Instead of defeating the enemy at the bottom of the ladder, pick it up, carry it across the water and use it to break the blocks and find extra health.

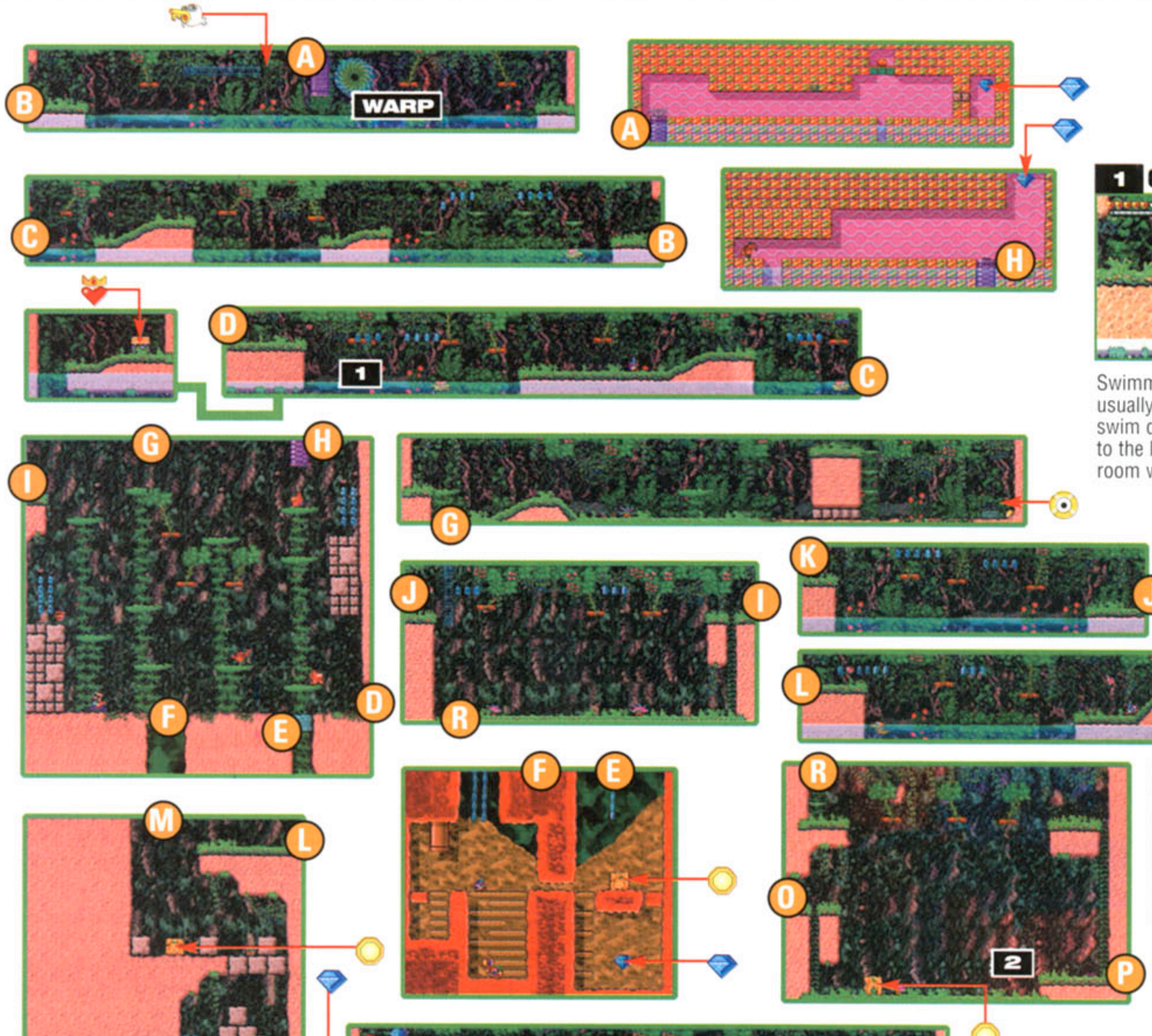
2 RACE THE DOC

Toss the doc into the water, then race down and left to the ladder. You must reach it before he hits the Exclamation Switches at the bottom.



MONSOON JUNGLE

Lots of water, lush vegetation and driving rain make the jungle level true to its name. Practice your timing when using the swinging platforms to make jumps—you won't have time to spare on your way back to the warp after you've activated the Timer.

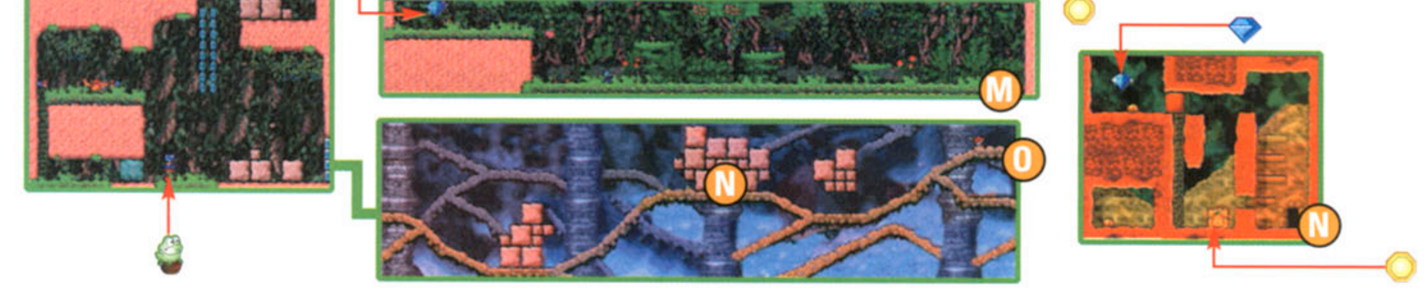


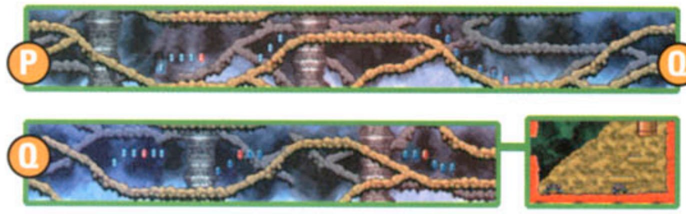
1 CROCODILE HUNTER

Swimming with a croc isn't usually a good idea, but if you swim down below the screen to the left, you'll find a secret room with a Full Health Item.

2 CLIFF HOPPIN'

Start rolling early to build enough momentum to jump the step and break the wall.





THE EMERALD BOSS: CRACTUS

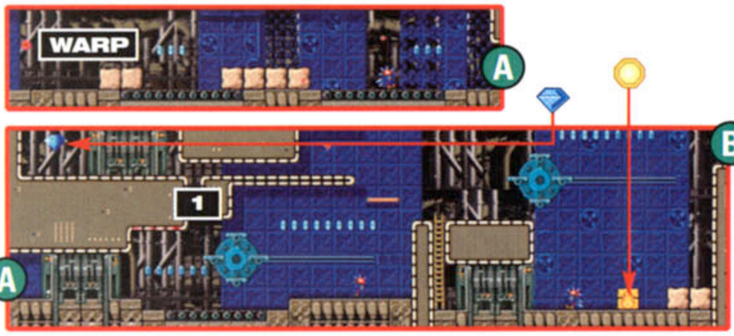
After getting all the Gem Pieces, you'll face off with Cractus, an ill-tempered, ghoul-drooling plant. After breaking his vase, hit Cractus repeatedly on his head with Wario's ground-pounding move to wilt him for good.

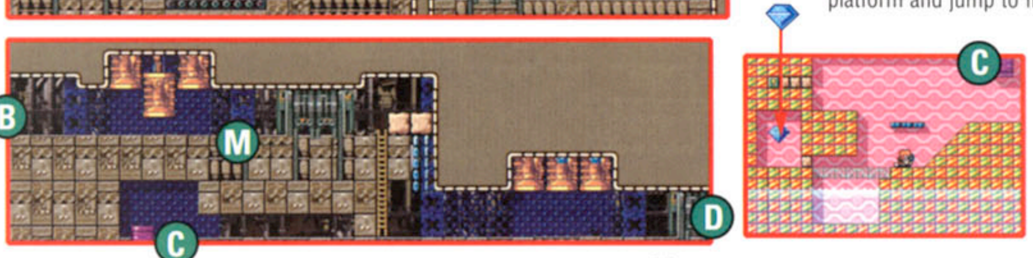
RUBY PASSAGE

In the Ruby Passage, located second to the right from the entrance hall, you'll find more extreme environments than the ones in the previous levels. Wario must traverse scorching-hot flames and bone-chilling cold to get his hands on the treasures.

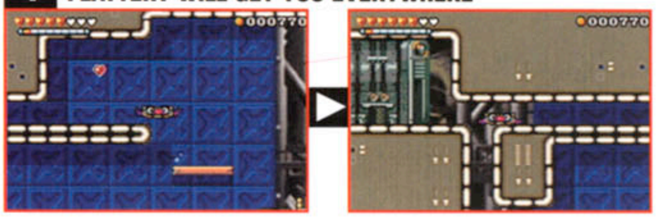
THE CURIOUS FACTORY

In the first area, Wario will have to busy himself with rotating platform machines and huge, smashing pistons. Remember your route through, because it can be easy to get turned around in this confusing factory while trying to race back to the warp.



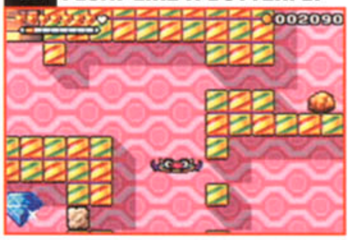


1 FLATTERY WILL GET YOU EVERYWHERE

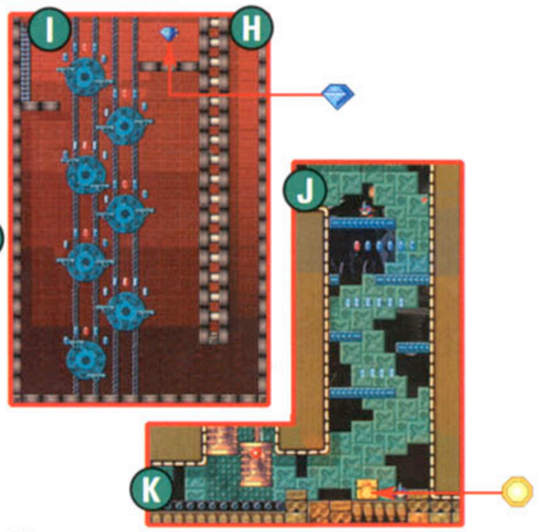


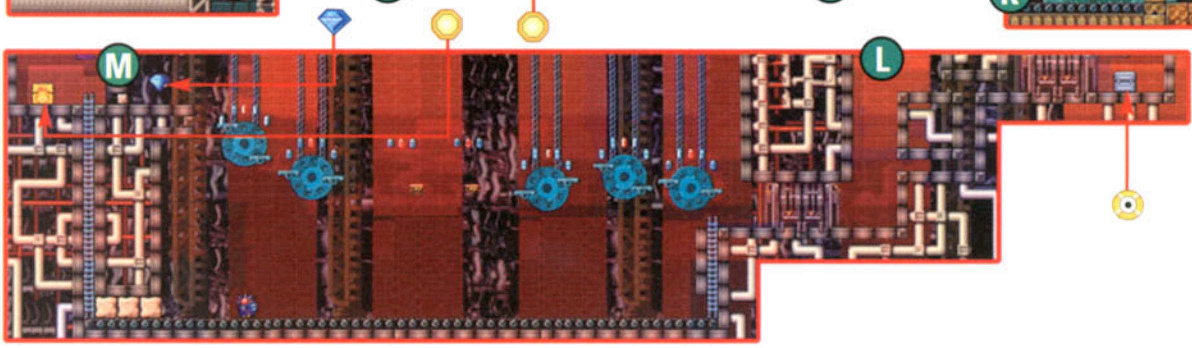
Let the machines in the third area smash you into Flat Wario form. As Flat Wario, backtrack to the small passage located above the rotating platform and jump to float over the hole and get the diamond.

2 FLOAT LIKE A BUTTERFLY



Throw the rock across, get smashed and float through the gap. Throw the rock across again to break the block.



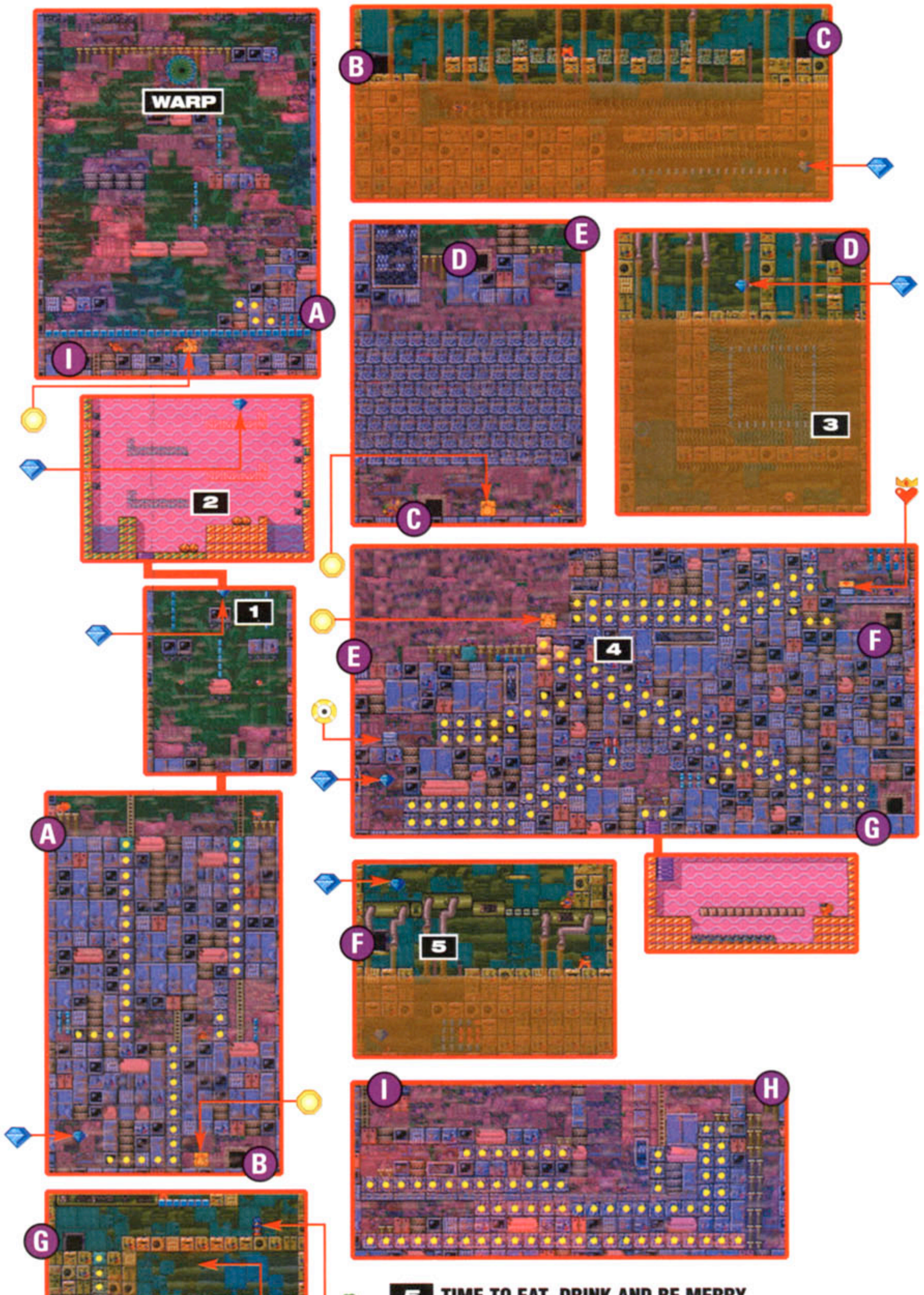


3 GET FIRED UP!

Let Wario catch a flame or two near point 3 so you can break through the Fire Block.

THE TOXIC LANDFILL

The putrid haze that fills the Toxic Landfill creates quite a nasty experience. It's easy to miss a breakable wall or block, which are marked with yellow dots on the map, so keep your eyes open and your nose closed as you make your way through the level.



1 CUPID'S ARROW

Getting hit with arrows won't make Wario fall in love, but he will be able to float up to a diamond and a pipe.

2 ROCK THE HOUSE

Take all the rocks in the room with you as you hit the Exclamation Switches to make platforms appear.

3 CURRENT AFFAIRS

On the right, smash down through the blocks in the water to avoid the currents and get a diamond.

4 TRASH-THRASHING FUN

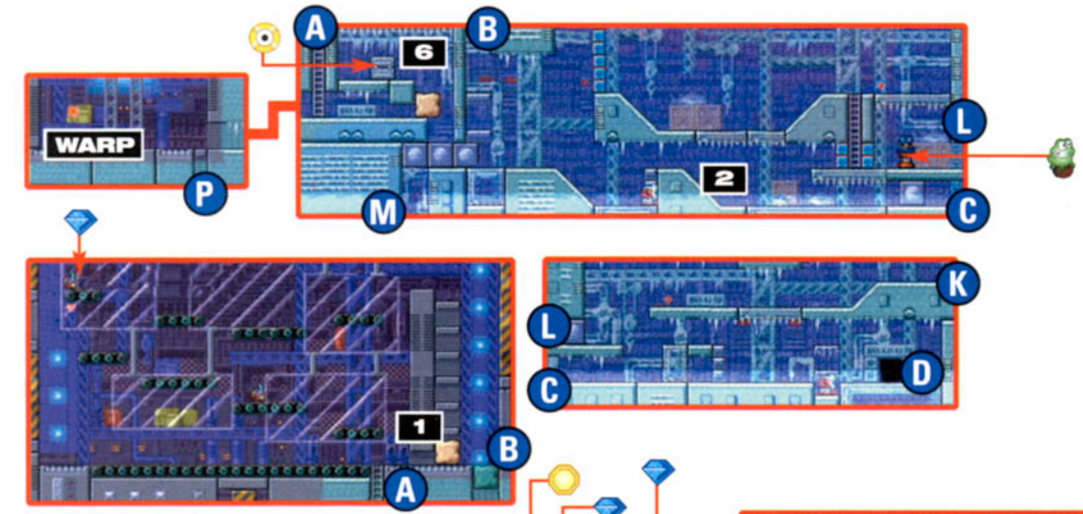
Just past the TV, you'll see some blocks that don't look breakable. If you punch them, however, you'll gain access to a new area with a CD.

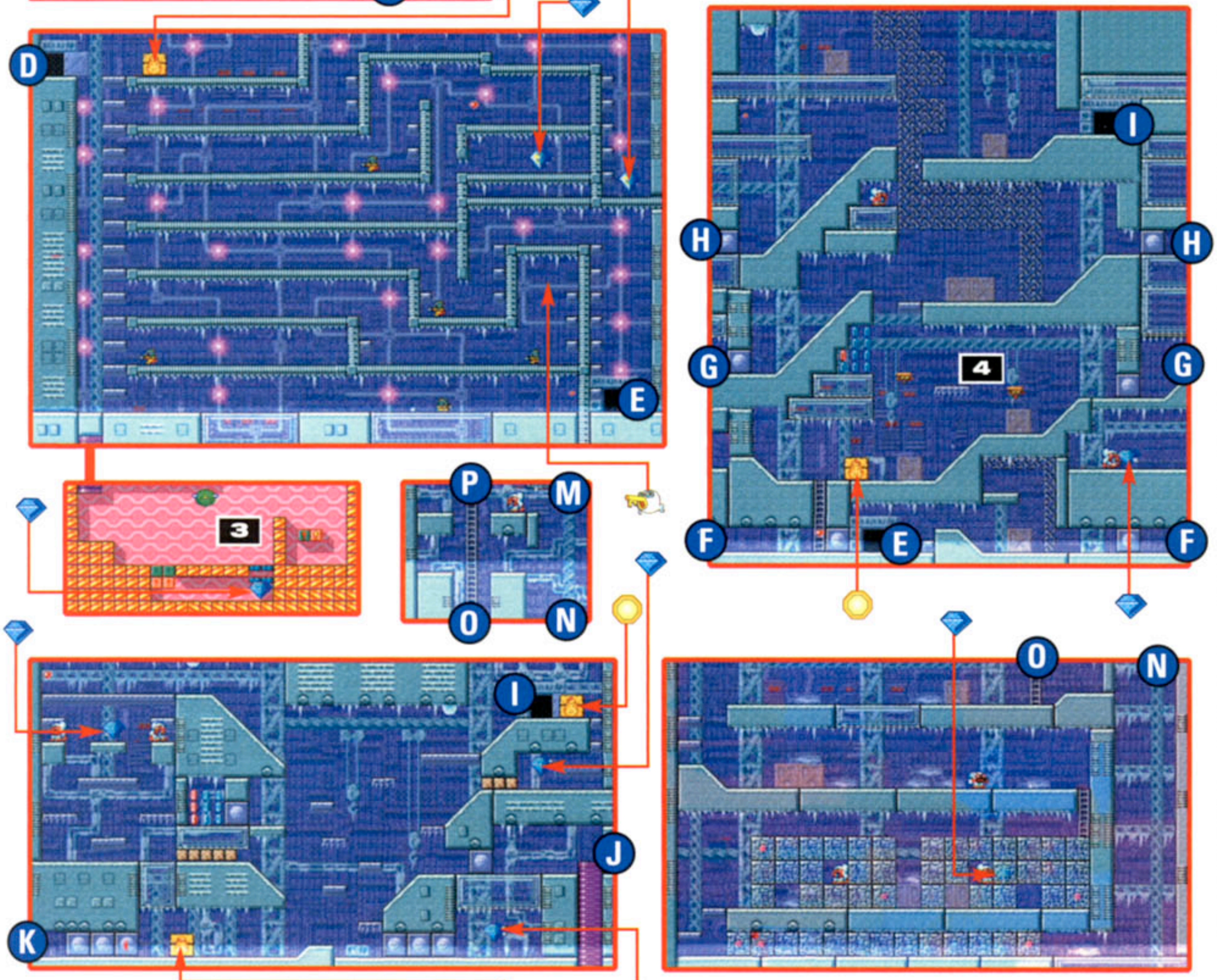
5 TIME TO EAT, DRINK AND BE MERRY

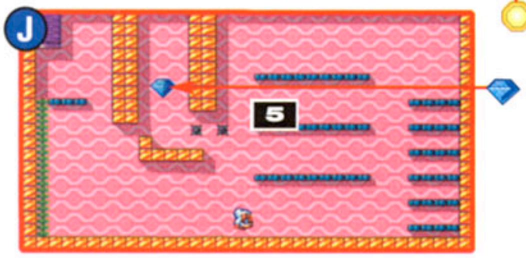
To smash the rock in the water, catch the apple in midair. Throw the monkey up, turn into Spring Wario and spring up to get the diamond.

40 BELOW FRIDGE

In the frozen subterranean labyrinth, Wario's direction sense will be tested, so be ever-vigilant in watching for landmarks as well as passages hidden behind blocks. Be cautious around the many hazards, such as sharp falling icicles and slippery surfaces.







1 CLEARING THE ROAD

Break the brown block on your first time through to create a shortcut for your timed second pass through the area on the way to the CD.

2 AVALANCHE!

Let the snow fall on Wario, then go back to the slope and roll the other way to barrel through the block.

3 ICE BABY

Jump up and to the far right, and toss the ice balls over the wall to hit the red Exclamation Switch and get the diamond.

4 POINTY PERIL

Don't get caught up in watching the snow fall, because if you're careless, Wario might get hit with a painful icicle.

5 SLIP-SLIDING AWAY

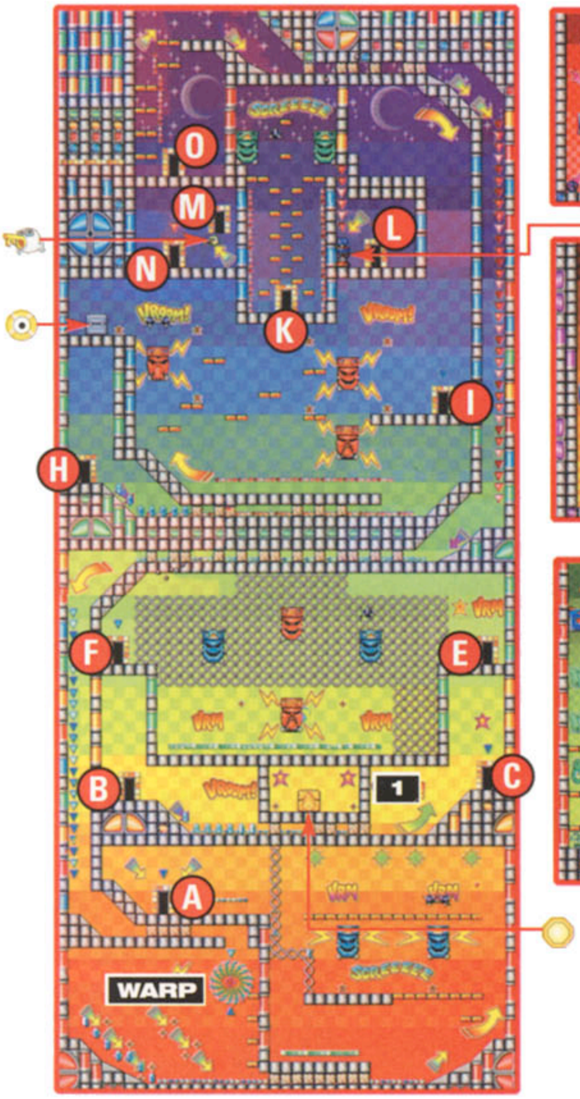
Pick up the Yeti and carry him up to the second level. Let him freeze you, then skate by the mines to the diamond.

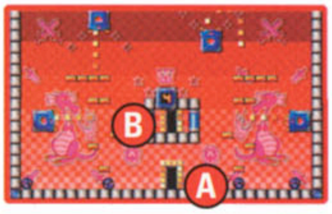
6 ONE-STOP CD SHOPPING

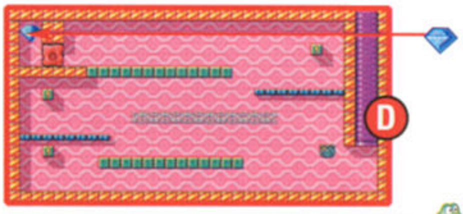
After activating the timer, go left while avoiding the snow and break the block so you can get the CD before entering the warp.

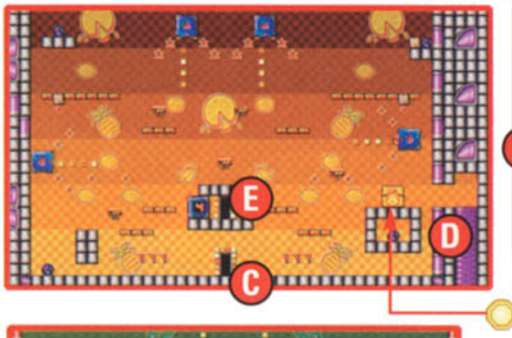
PINBALL ZONE

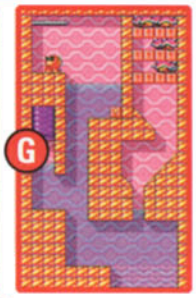
Hopefully Wario remembered to stuff his pockets full of quarters, because this larger-than-life pinball machine awaits him. Many of the puzzles are very complex, so Wario will have to tilt toward the crafty side to score the treasures.





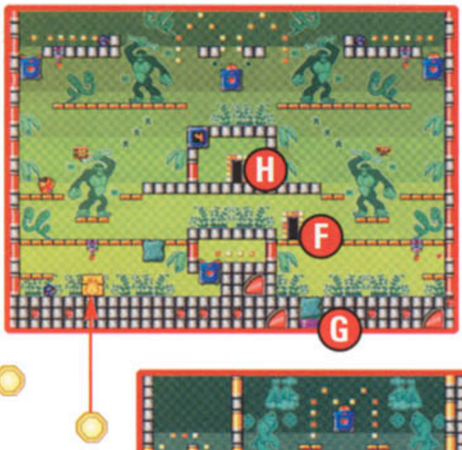


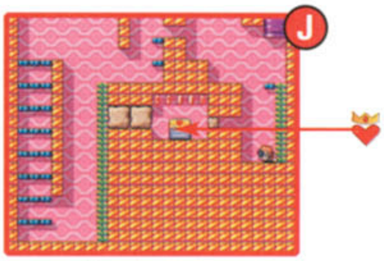


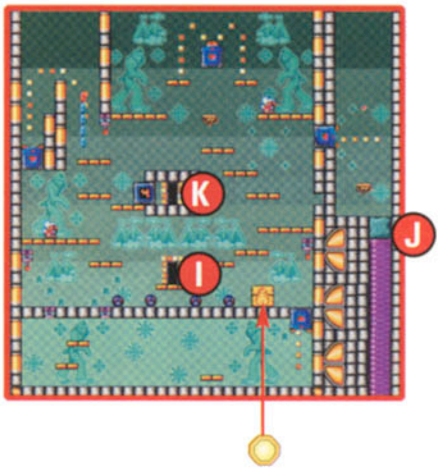


1 WALL WALLOP

Before going into the next area, crash through the wall and get the Gem Piece.

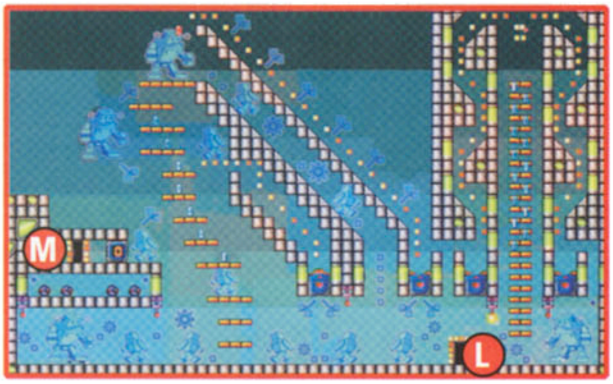


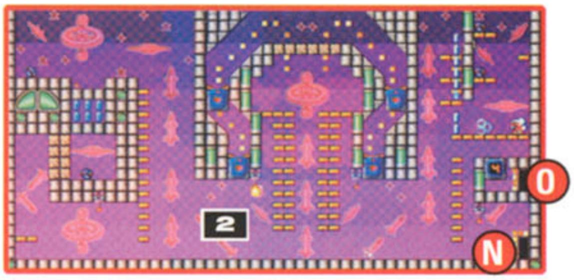




2 SHOCKING DEVELOPMENTS

To get the far-left ball, smash it from above. Make sure you avoid the electric sparks on the ground.





THE RUBY BOSS: CUCKOO CONDOR

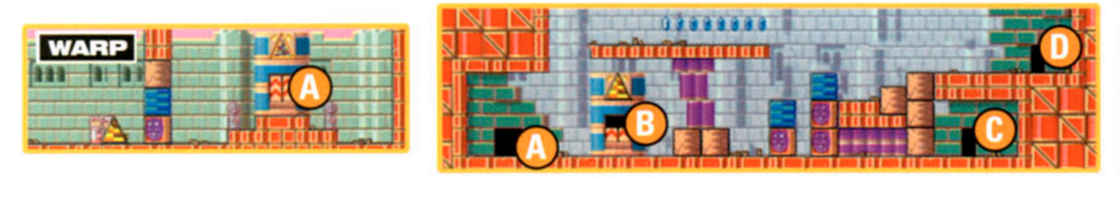
To defeat the runaway cuckoo clock, dash under the claw and smash the clock when it flashes red. Once the clock is broken, catch the eggs that the condor drops and throw them at his head to pluck his feathers.

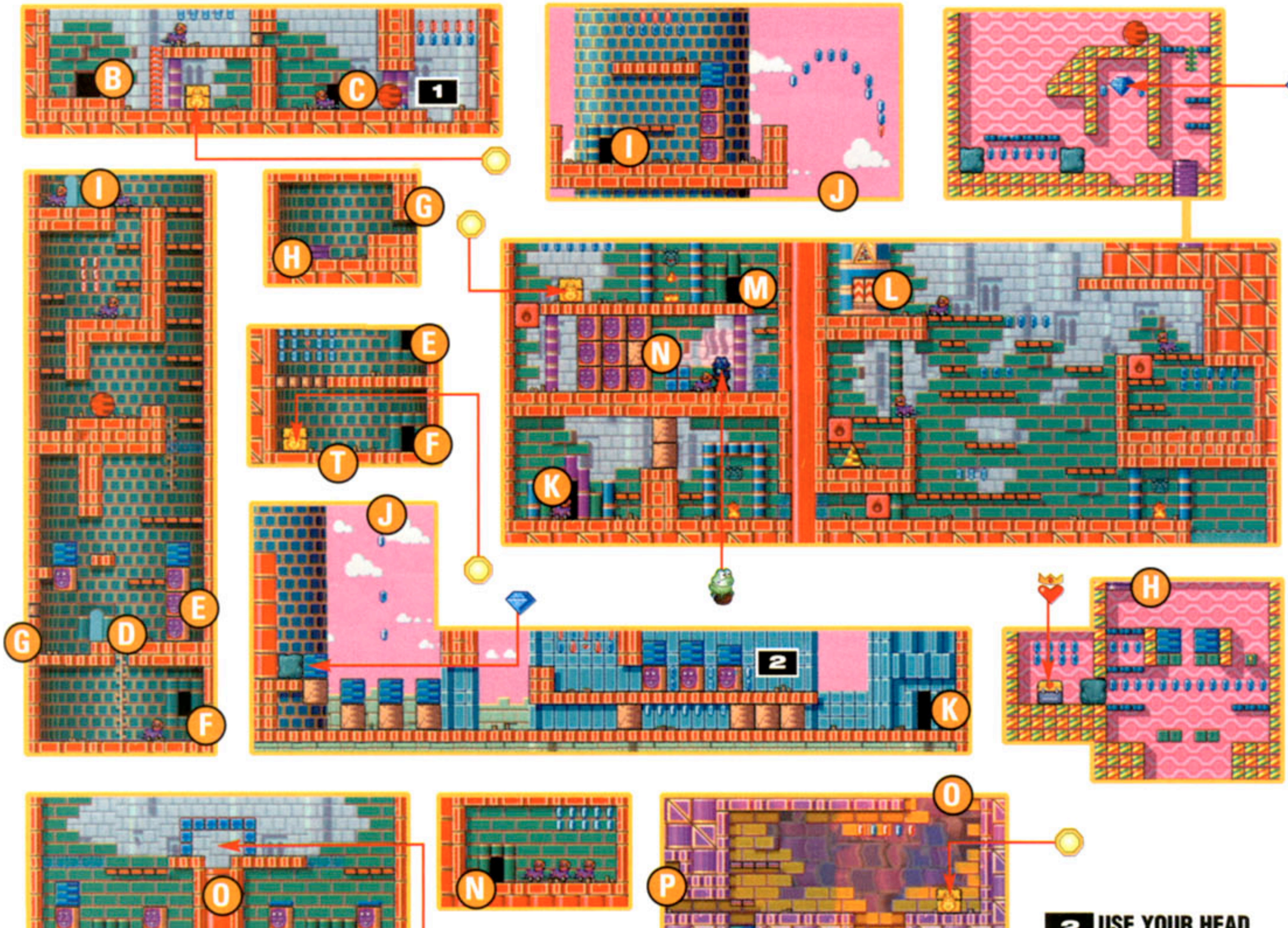
TOPAZ PASSAGE

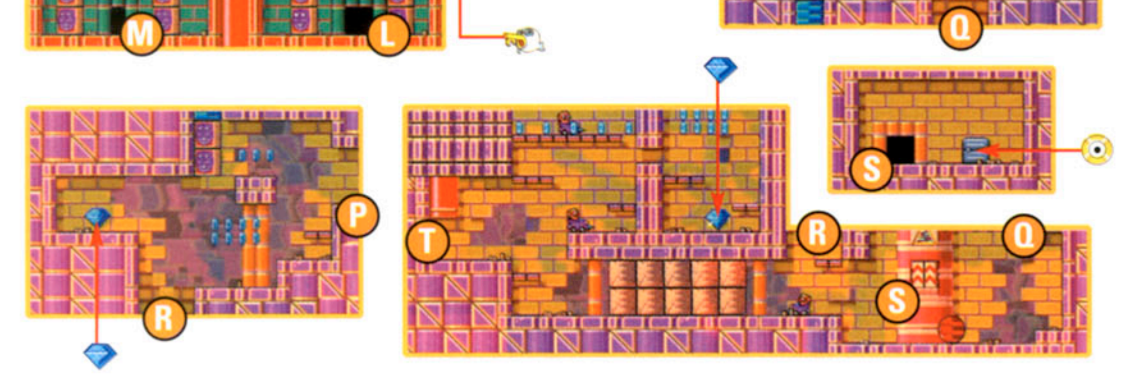
In the Topaz Passage, Wario will find a myriad of mind-boggling puzzles set against the background of innocent toys and games. If the not-so-lean, mean, mustachioed machine wants to get his hands on the treasure, he can't afford to take time for idle play.

TOY BLOCK TOWER

Block moving and shape matching are the names of the games in the Toy Block Tower. As long as Wario keeps a cool head and doesn't try to fit a square peg into a round hole, the building-brick antics of the level won't leave him bent out of shape.







1 ROCK 'N' ROLL

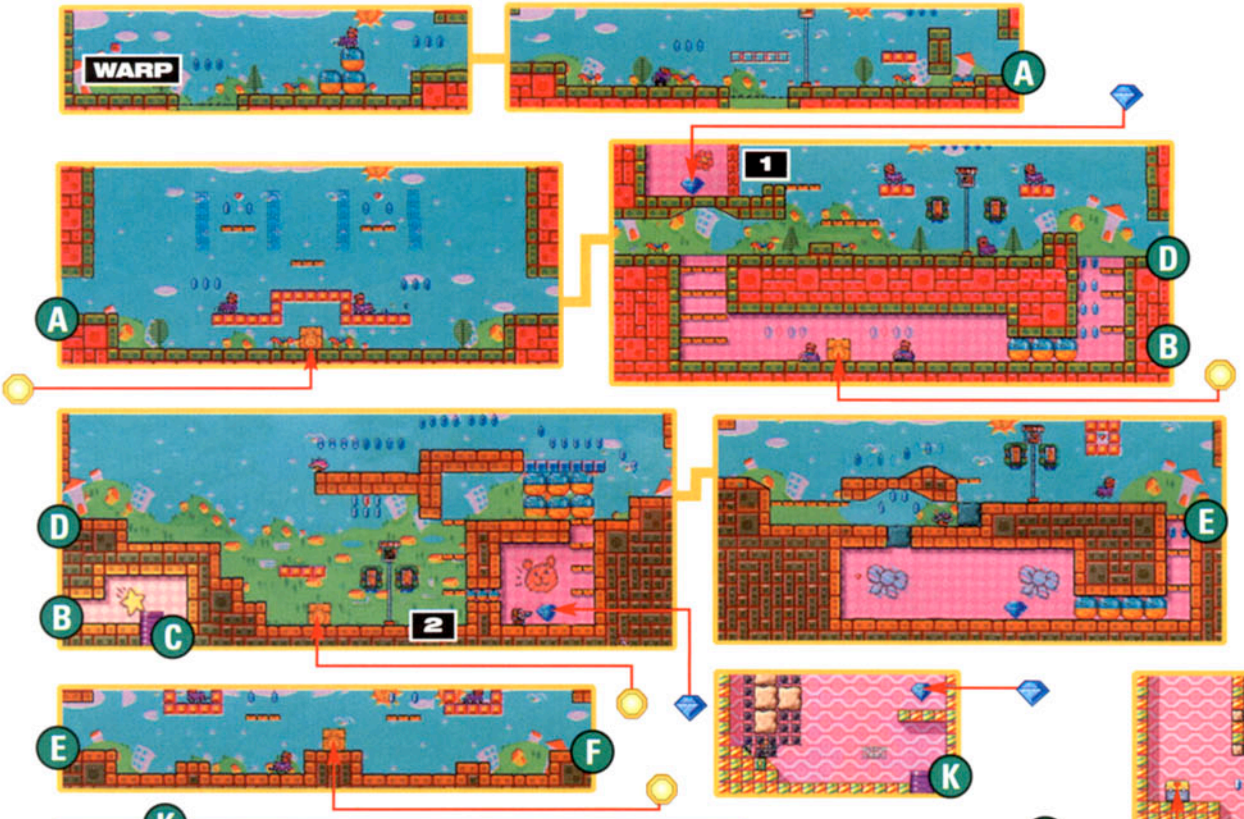
If you ram the round red rocks, they'll roll out of your way.

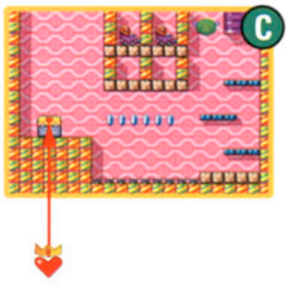
2 USE YOUR HEAD

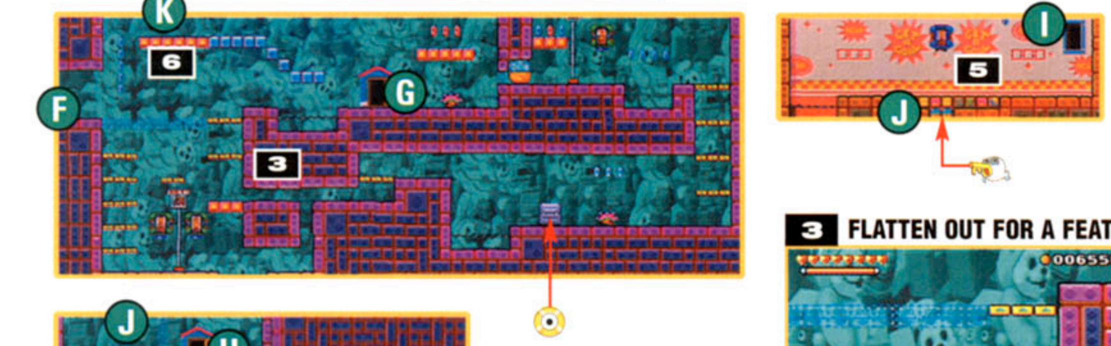
Go to the door on the right, then charge left and jump on the top platform to dash headlong through the blocks and score some small jewels.

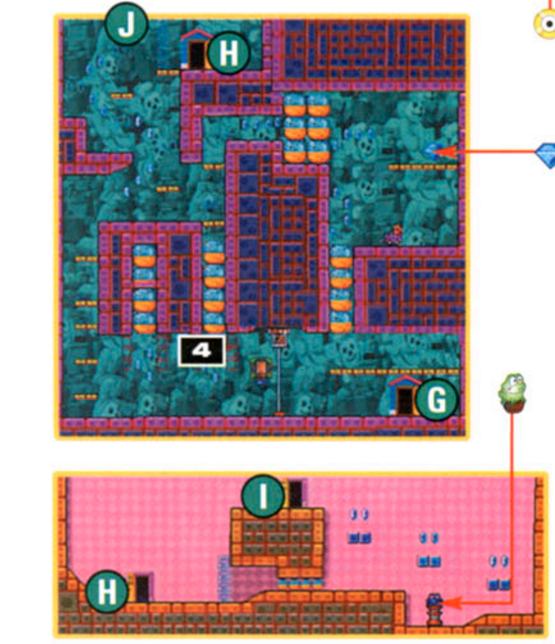
THE BIG BOARD

While it isn't a new Wario party game, the Big Board does look like a board game gone wrong. Just as in any game of chance, not only will Wario need a skillful hand but he'll also have to hope that Lady Luck is rolling the dice.









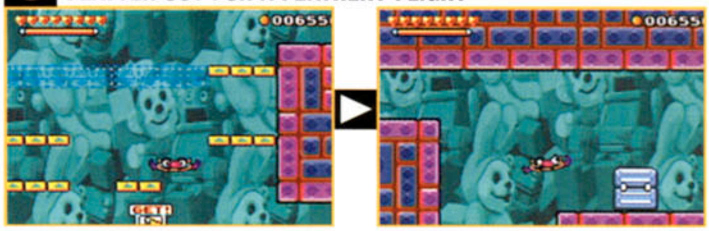
1 FIREBALL RUN

Stop the chance wheel on Wario's picture to set him on fire so he can run through the Fire Blocks.

2 ENEMY FRIENDS

Pick up an enemy and toss it through the wall to open a path to the diamond.

3 FLATTEN OUT FOR A FEATHERY FLIGHT



Once again, aim for a Wario picture when stopping the chance wheel to turn Wario into his flattened form. Jump up the platforms on the left side, then glide back down to the right, through the gap, and get the CD.

4 TWO-COIL SPRING

You'll have to use Spring Wario twice—once to smash the blocks and again to reach the diamond.

5 TAKING CHANCES

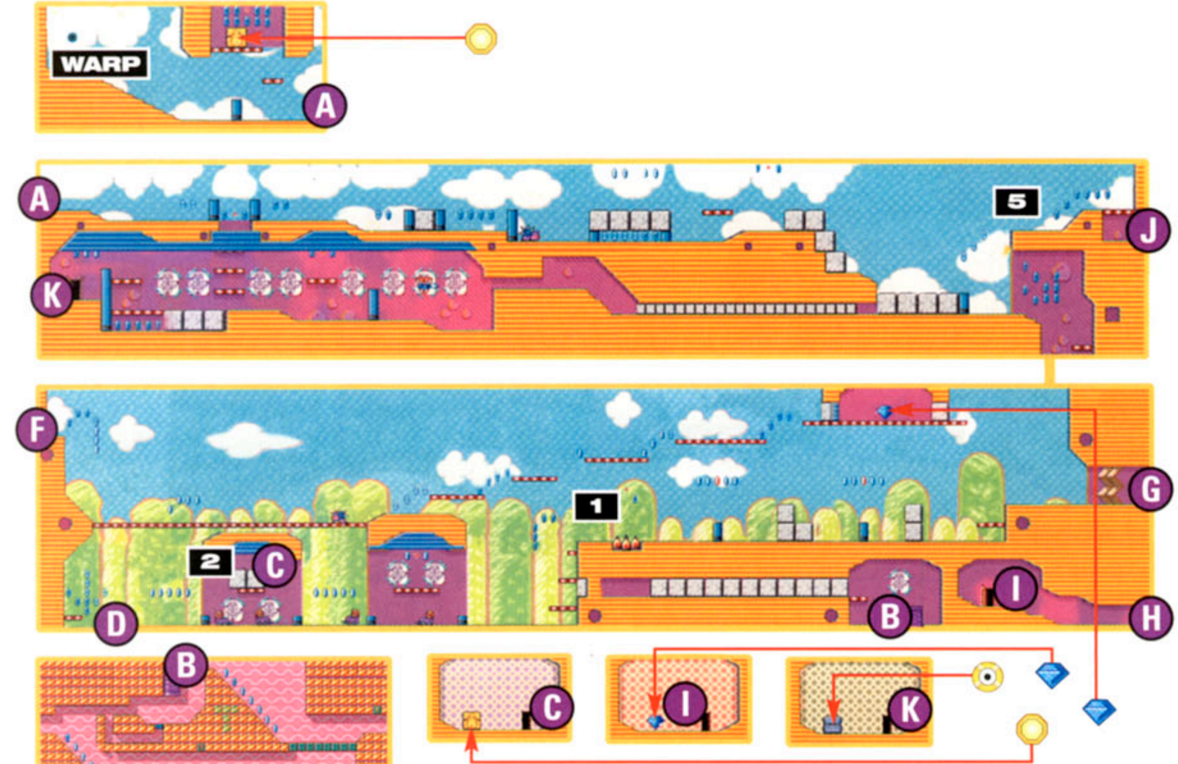
Keep hitting the chance wheel until you get to the Goal Block. You must land on it perfectly to move on.

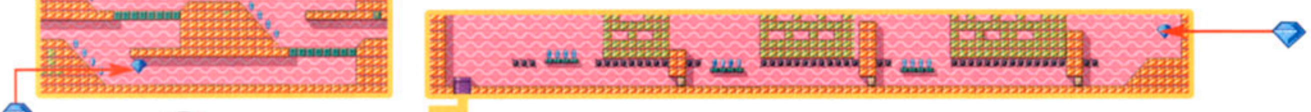
6 PIPING UP

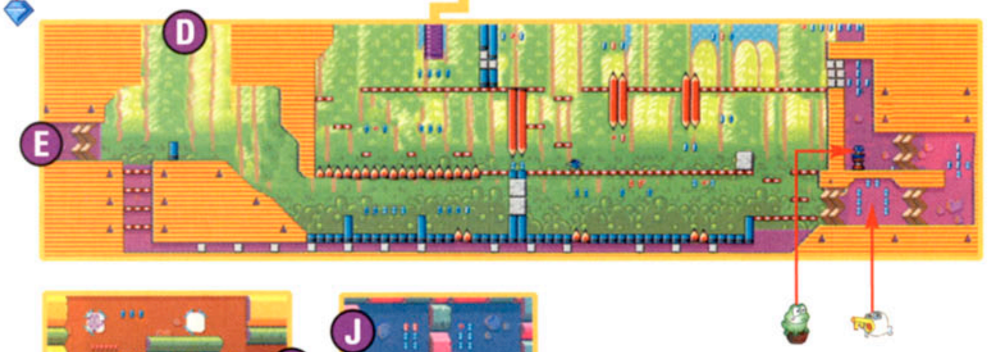
Don't forget about the pipe in the ceiling. Use it to make a quick getaway after activating the timer.

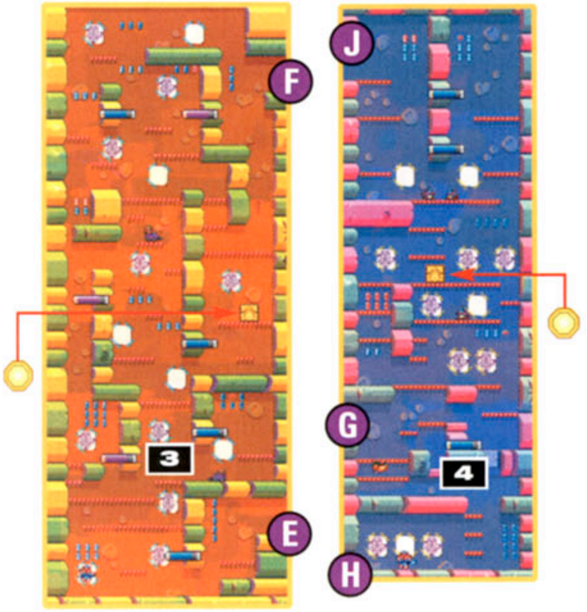
DOODLE WOODS

When the going gets tough, the tough break out the crayons. In Doodle Woods, Wario will have to tackle the trickiest puzzles and toughest baddies yet—so sharpen your trusty No. 2, because there is no eraser to wipe away any mistakes.









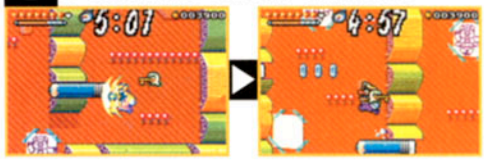
1 KNOCK OUT NASTIES

The athletic pig is trouble, but you can send his sketches back to the drawing board by jumping into them as they fall.

2 PIGS MARK THE SPOT

You can't destroy those horrid pig drawings, but you can break the blocks on the ledge to reveal a door leading to the Gem Piece.

3 IF YOU WANT IT DONE WRITE . . .



If you ram into the pencils and crayons placed strategically around the area, they will move and you will be able to use them as stepping stones.

4 EAT UP AND BREAK DOWN

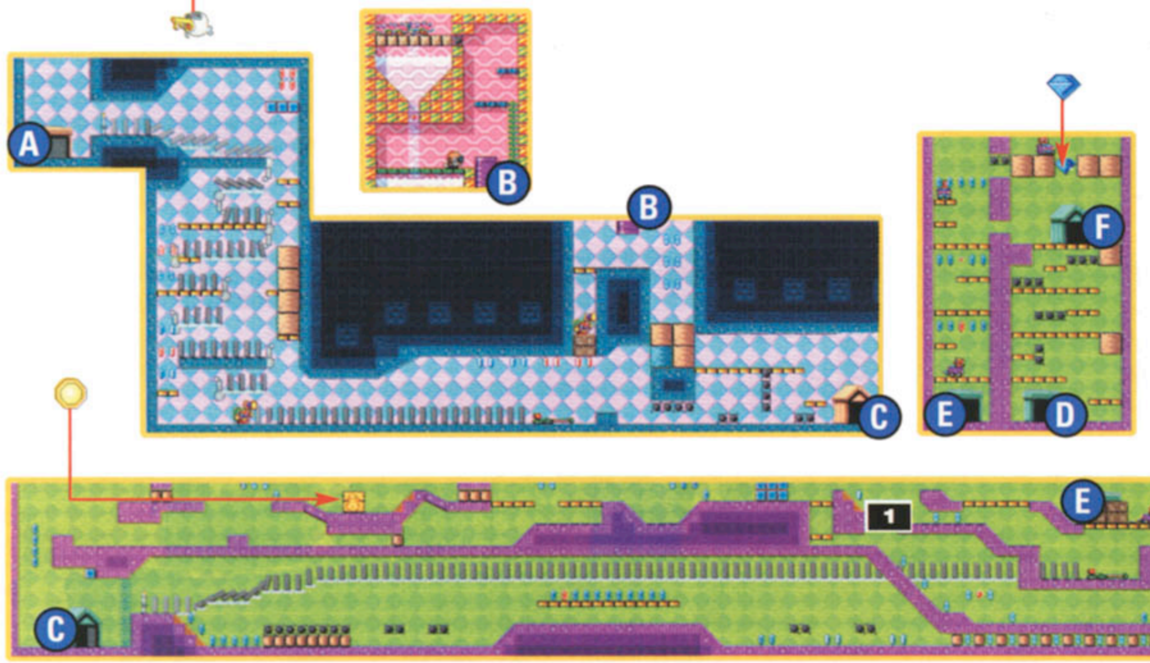
Move the pencil to the left and bounce the monkey upward so you can eat an apple and become Fat Wario. Jump to the right side and smash down through the block.

5 GET THE BALL ROLLING

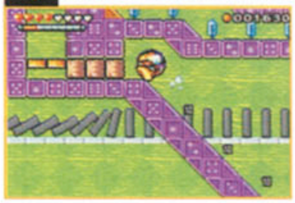
Break all of the blocks the first time through, which will free a path to a tunnel. Enter the tunnel to get the CD when you're on your way back to the warp.

DOMINO ROW

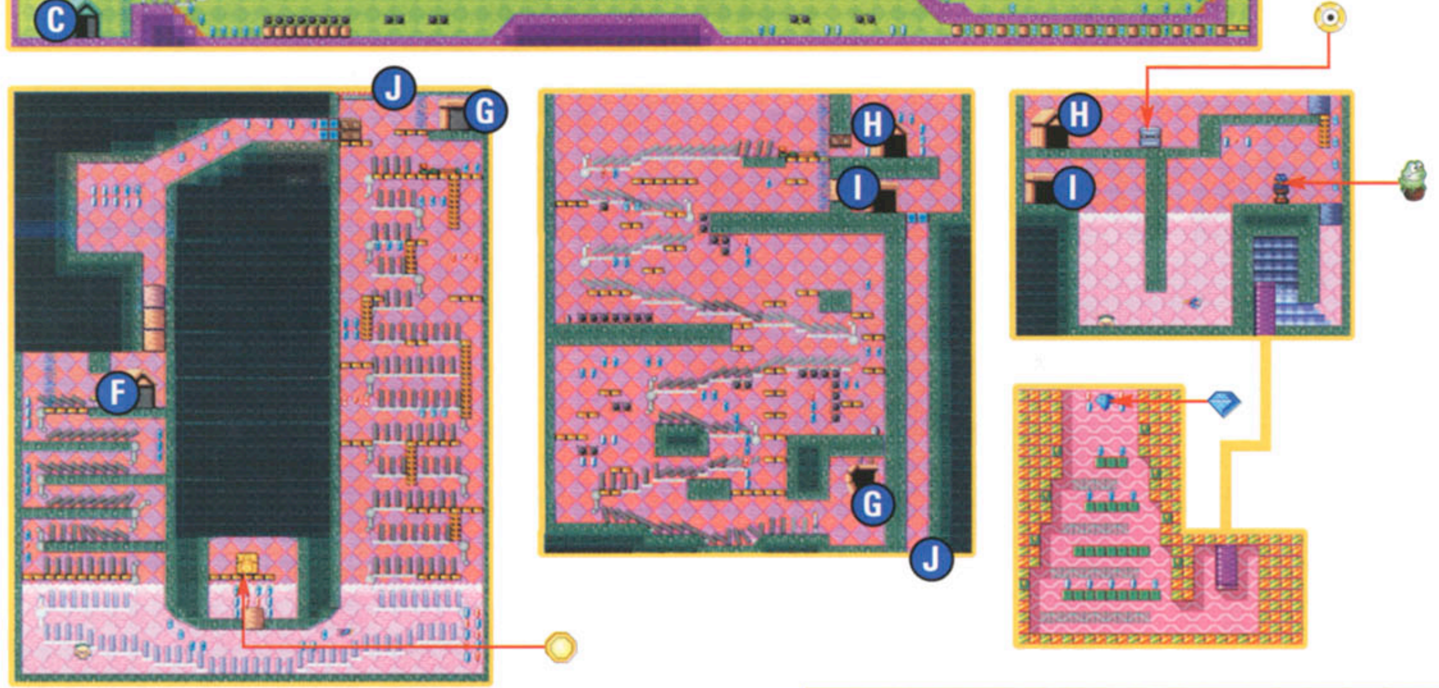
Dominoes mark the landscape, and they are just as much a part of the puzzles as of the environment. Knowing how to play the chain reactions is important, so Wario will have to roll the bones and prepare to line 'em up and knock 'em down!

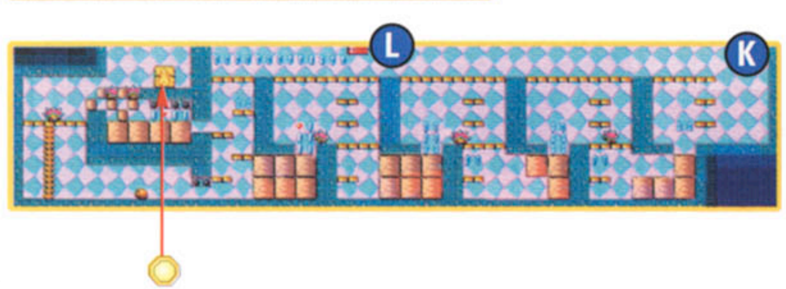


1 HASTE MAKES WASTE



Wario will have to be lightning fast to get to the button before the dominoes do. If he doesn't, he may miss some treasures.





THE TOPAZ BOSS: AERODENT

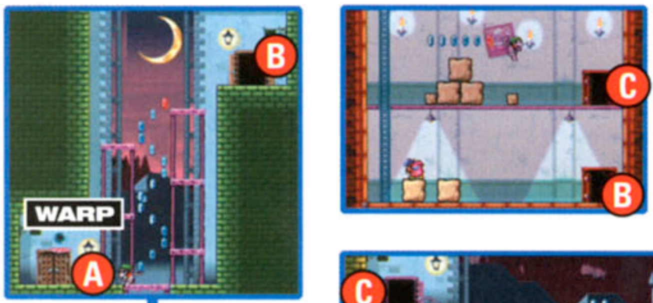
To put this rat back in its cage, catch and toss the enemies up at the bear's belly. When the bear deflates, ram-jump the side of its foot to rotate it, then ram-jump the rat to do damage.

SAPPHIRE PASSAGE

Dark and sinister, the Sapphire Passage resembles a nightmare come to life. In his never-ending quest for treasure, Wario attempts to solve brain-bending puzzles while being challenged by the denizens of the night that populate the terror-ific fright fest.

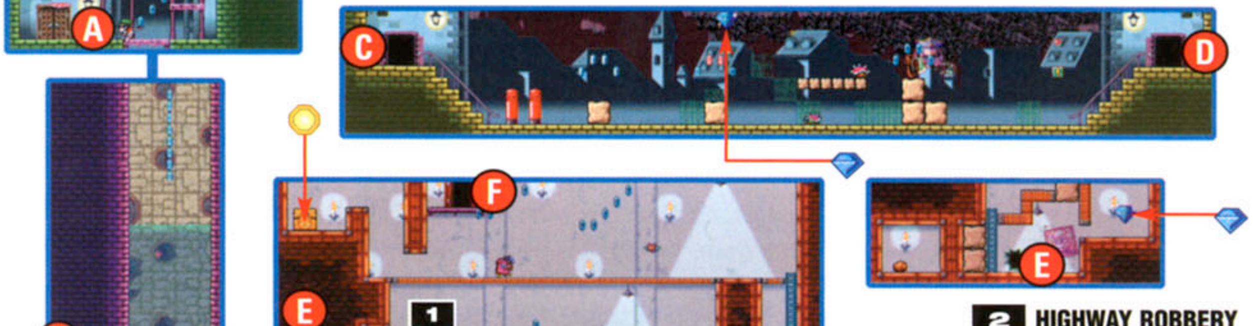
CRESCENT MOON VILLAGE

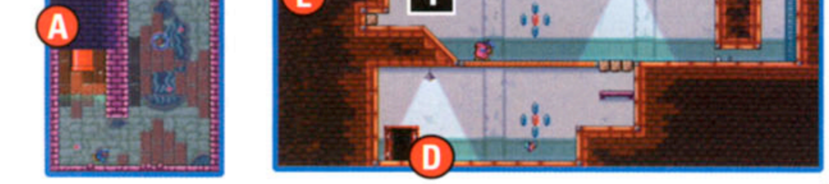
Count Dracula's castle is like a walk in the park when compared to the Crescent Moon Village. In the shadowy and foreboding town, Wario will have to be on the lookout for axe-wielding maniacs and a ghastly, loot-grubbing ghost.



1 IF YOU CAN'T BEAT 'EM, TOSS 'EM!

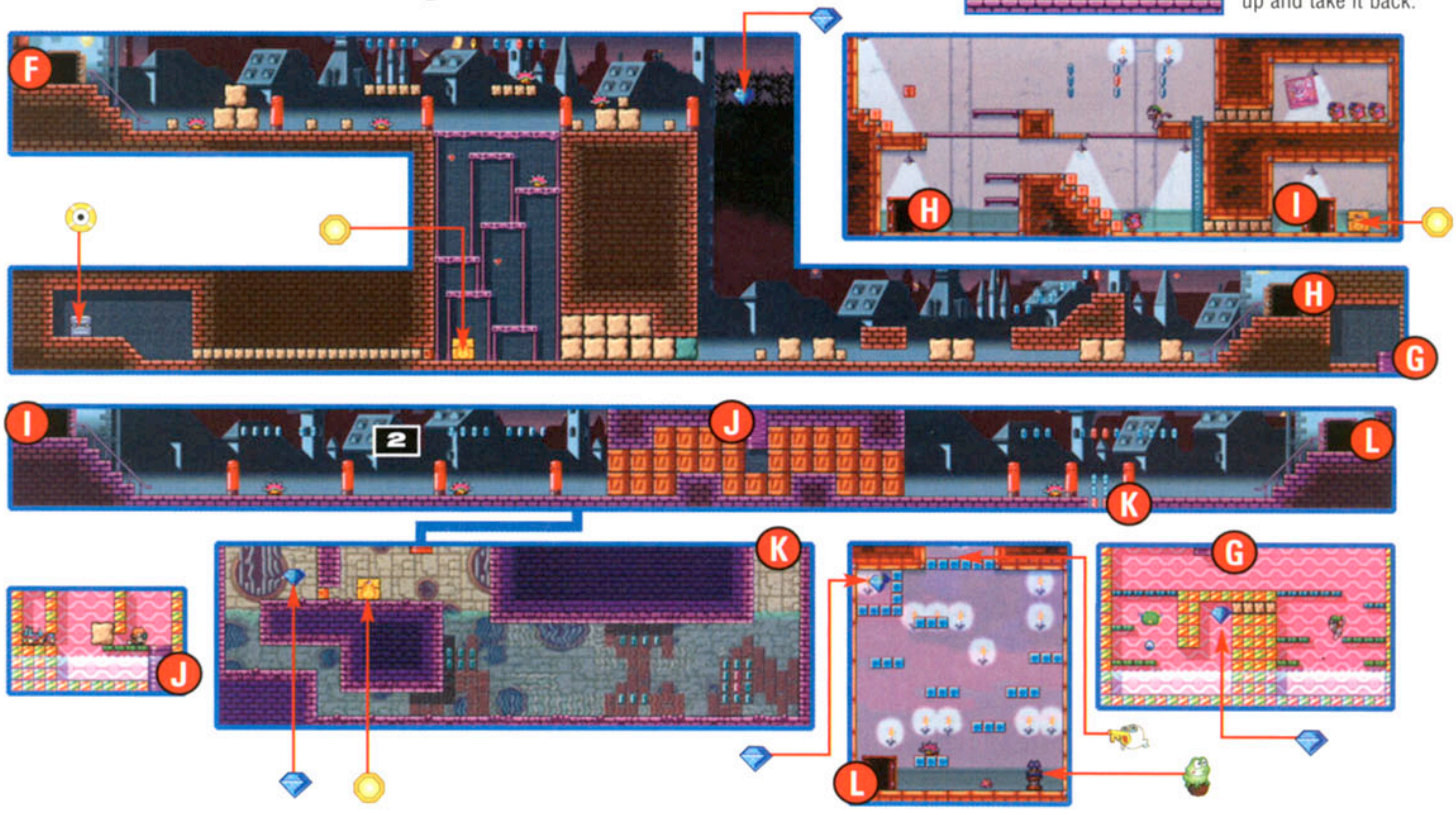
Throw the hatchet-holding bad guy through the rock in the wall. Enter the secret passage on the other side to collect a diamond.





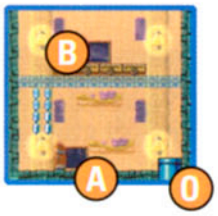
2 HIGHWAY ROBBERY

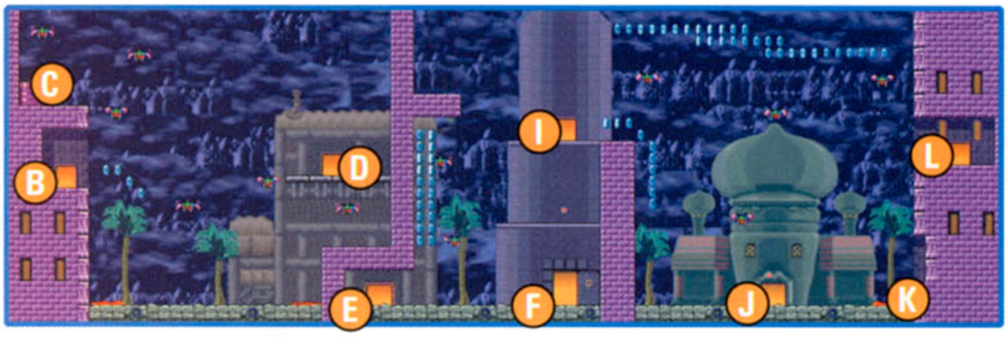
As if stealing coins wasn't annoying enough, a pilfering poltergeist has set his gaze on your Ghost Key. If he takes it, jump up and take it back.

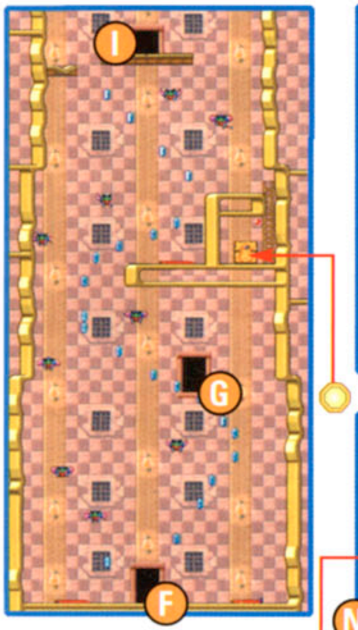


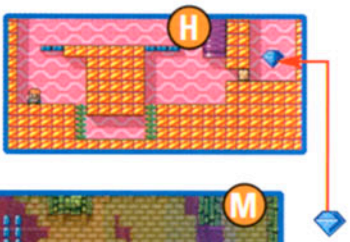
ARABIAN NIGHT

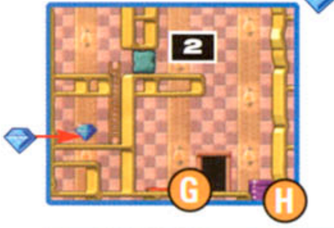
Wario will wish he had a thousand and one lives to go with the Arabian Nights in the genie-themed level. Flying carpets aren't just a thing of legend, and Wario will have to make effective use of them if he plans to get his hands on the coveted treasure.

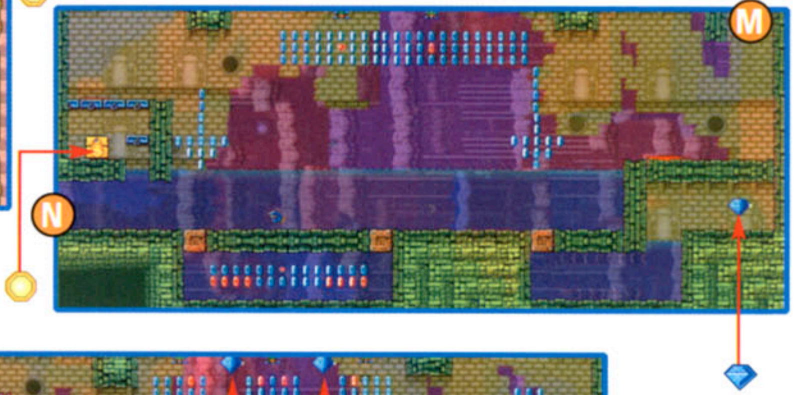


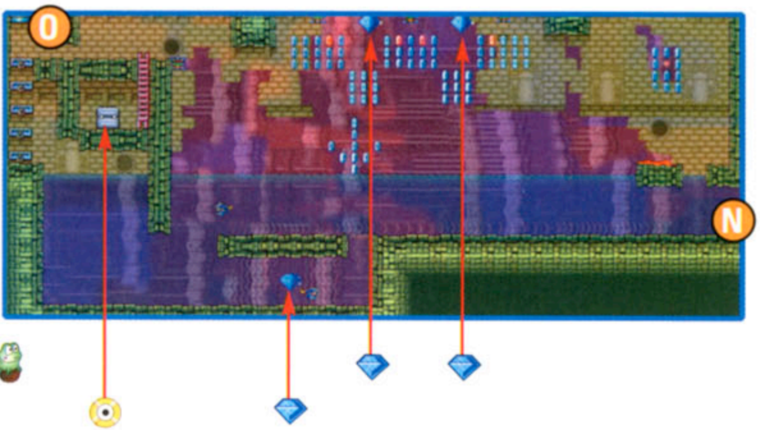




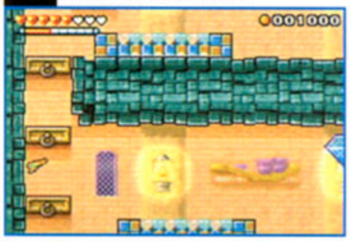








1 DROP IN ANYTIME



Use Ghoul Wario to melt through the small platforms all the way to the bottom and get the diamond.

2 SHORT RUNWAY

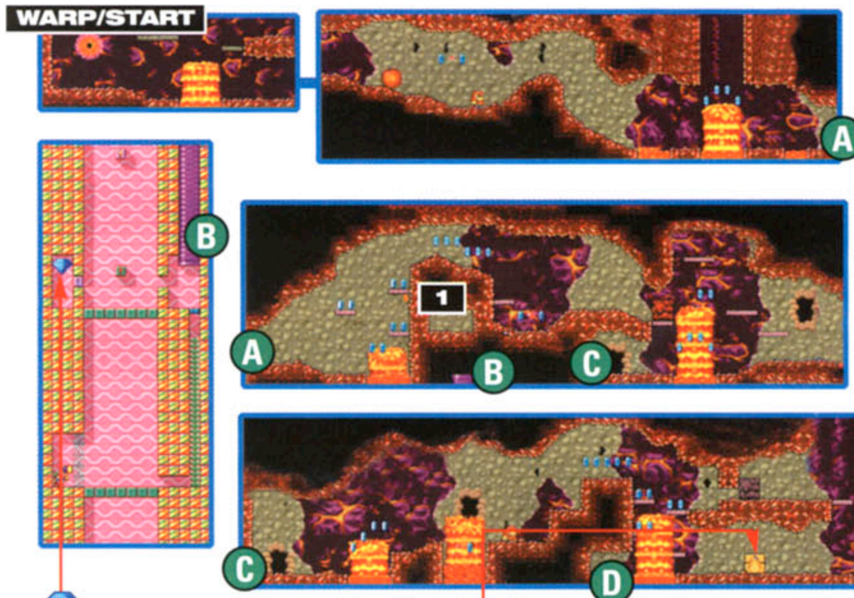
Ride the flying carpet to the top, then use your dash ability to smash the rock as you fall to the platform.

3 BAT-TER UP!

Jump through tubes until bats appear. Touch a bat to get turned into Bat Wario, then fly up into the middle area to get the Ghost Key.

FIERY CAVERN

The Fiery Cavern lives up to the "fiery" part of its name for only part of the level. The raging inferno will turn into a winter wonderland when you hit the timer. Watch out for the elements, because they pose a very real danger.

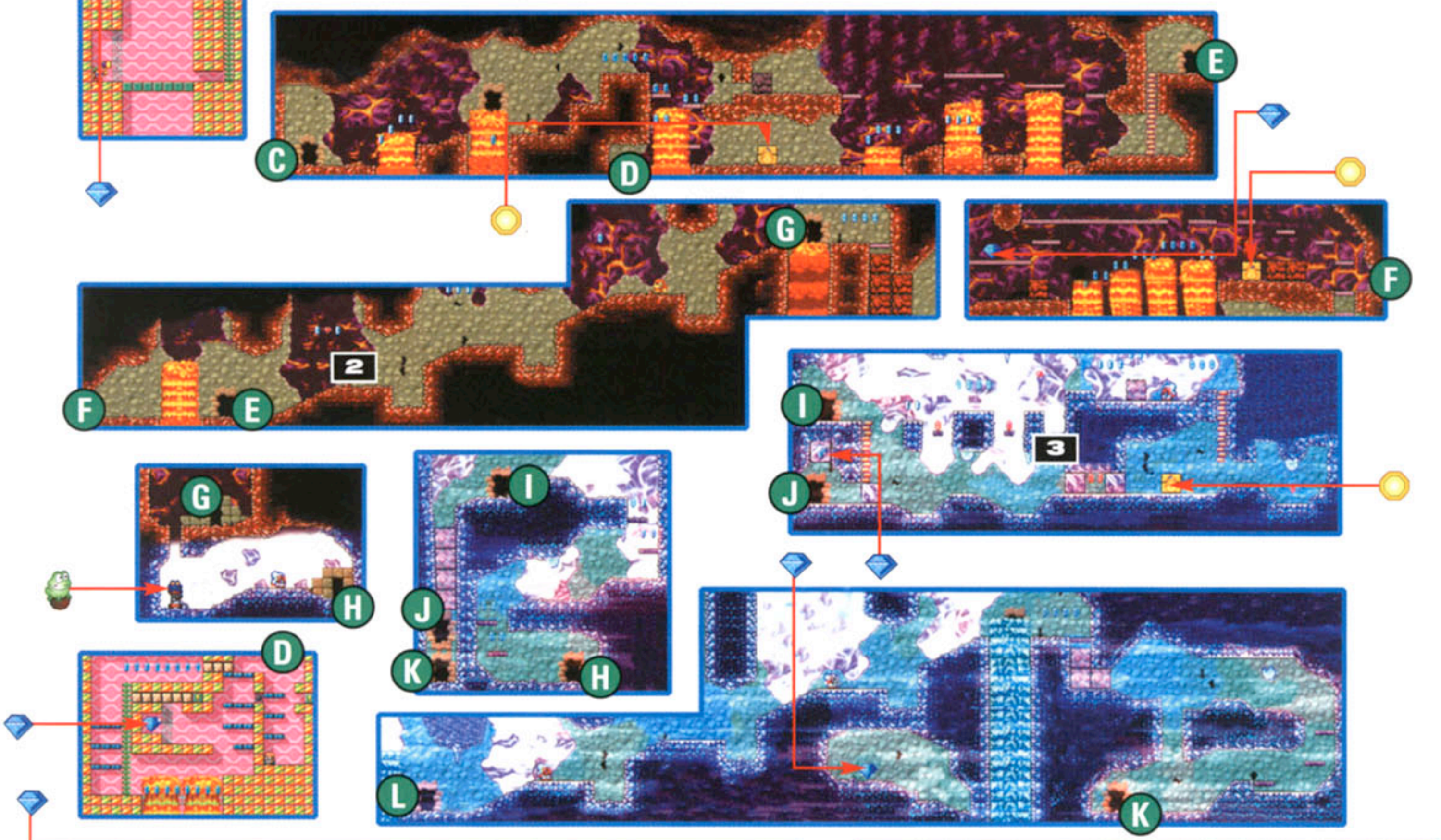


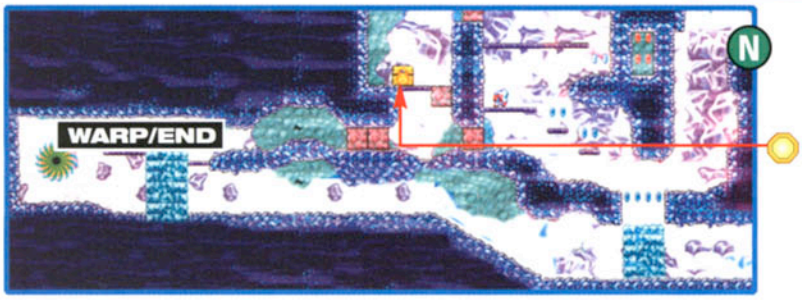
1 FIREWALKIN' WARIO

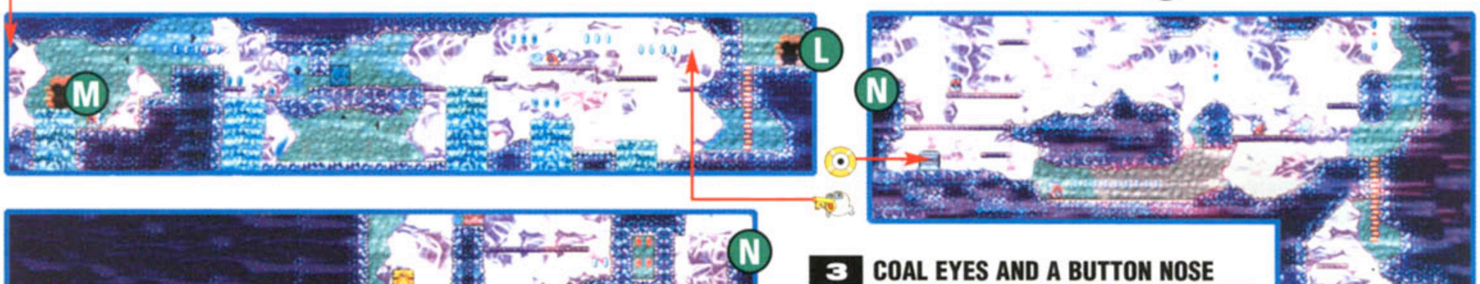
Before the leaping lava lights Wario on fire, smash through the block wall, then smash down to find a pipe.

2 BOWLER BOUNCING

Time a jump over the lava burst and smash down on the bowling enemy's head before it can ready a ball.





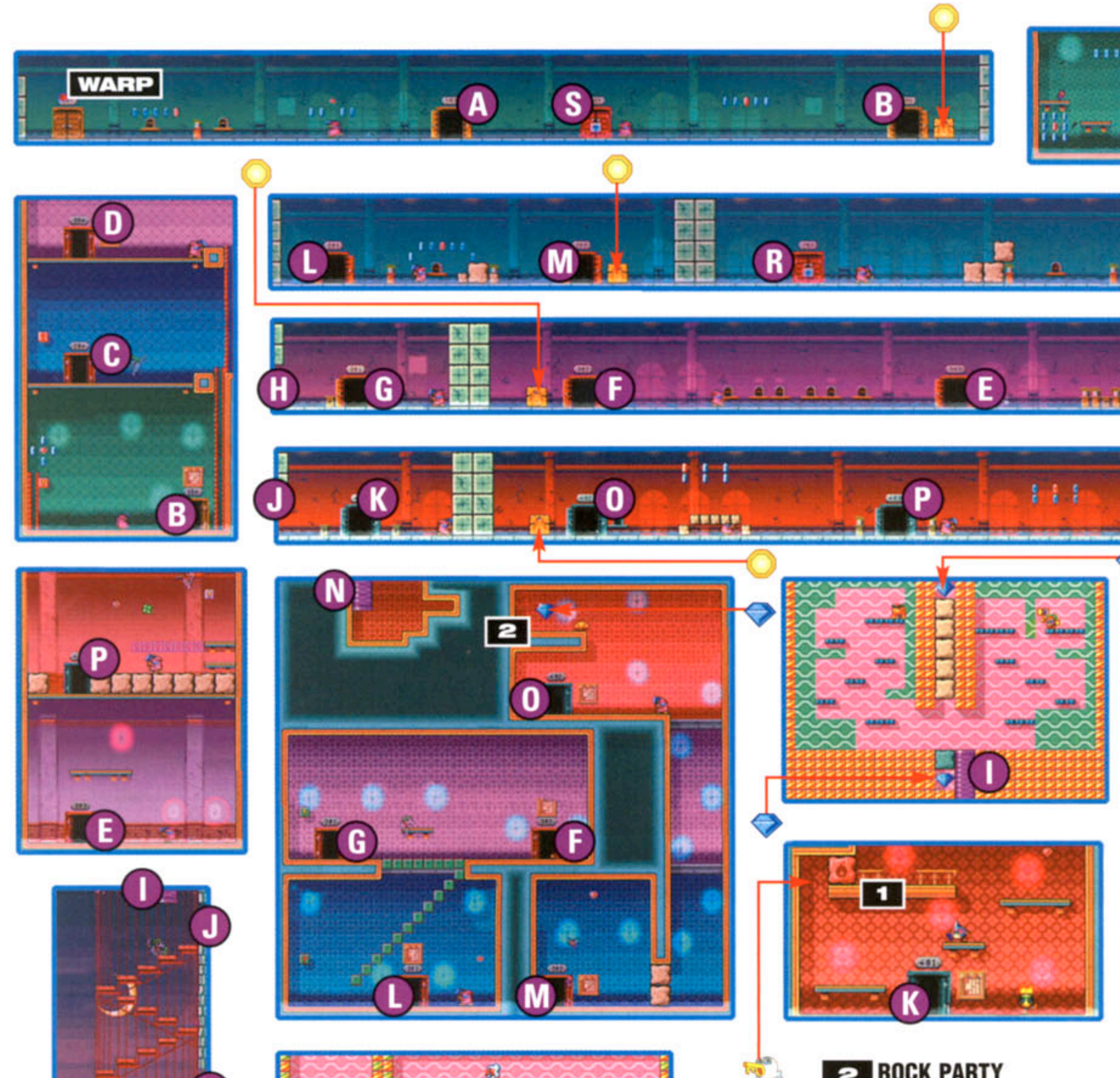


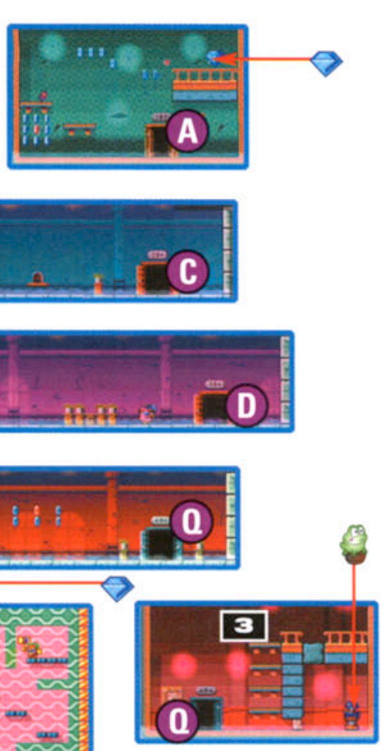
3 COAL EYES AND A BUTTON NOSE

While Wario doesn't have Frosty's kind heart when in snowball form, he can roll down the hill and take out the Snow Blocks in the way.

HOTEL HORROR

A motel of the macabre will be Wario's toughest challenge yet. The hotel has multiple doors and exits, and keeping track of them will be vital for success. Wario may check in to get his hands on the treasures—but he might not check out.





1 FIERY FRENZY

Turn into Flame Wario, go to the top and break the Flame Block to get the Ghost Key.

2 ROCK PARTY

Turn into Bat Wario and fly to the ledge, then throw the rock against the wall to find a secret.

3 MONKEY MOVIN'

Haul the monkey up to the top, become Fat Wario and smash down through the blue block.

THE SAPPHIRE BOSS: CATBAT

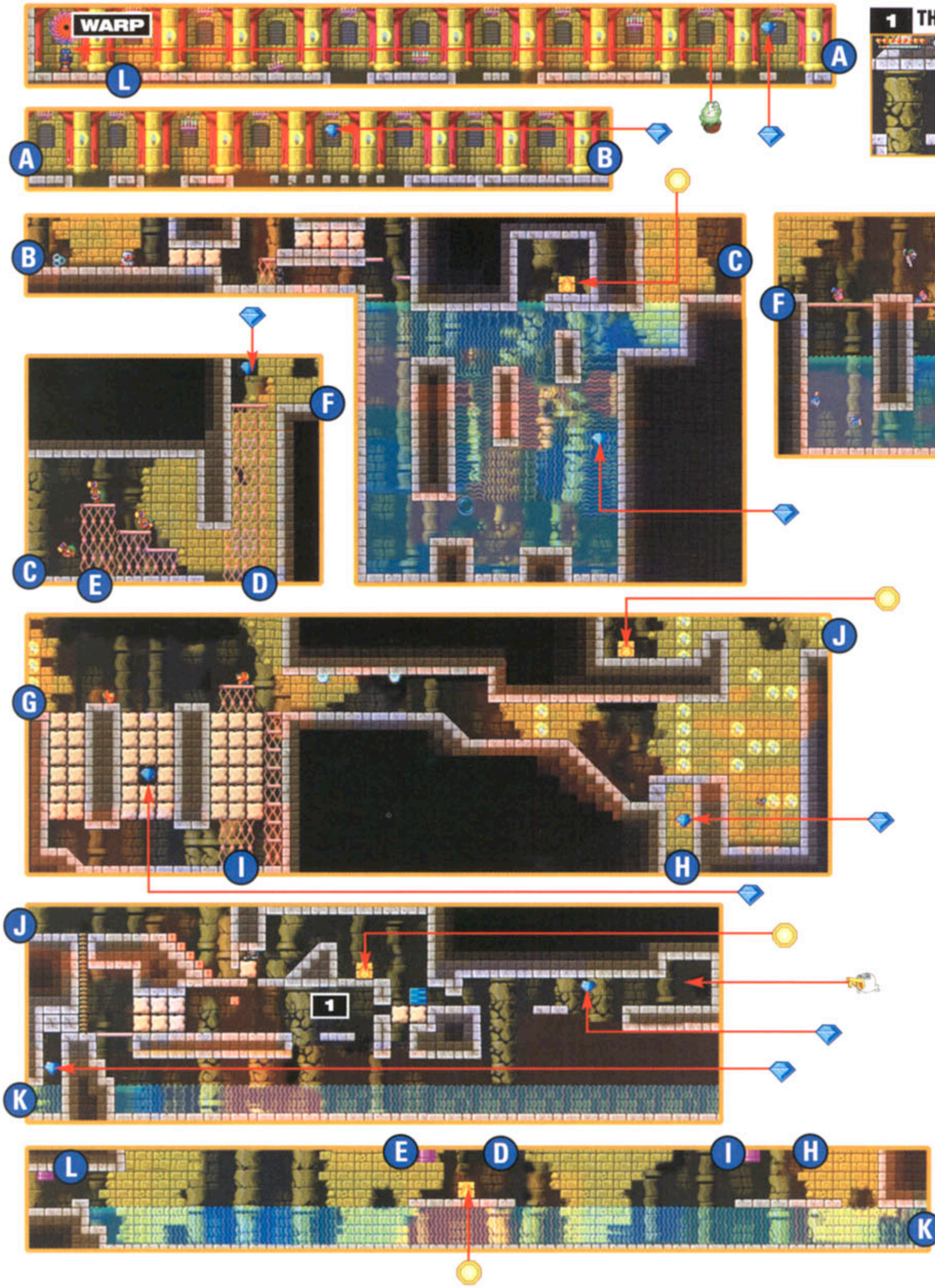
This cat has a bat attitude. To defeat the ferocious feline, jump on the waves it creates and ram-jump the bat on its head. Once the bat is gone, jump on waves and ground-pound the cat's head repeatedly.

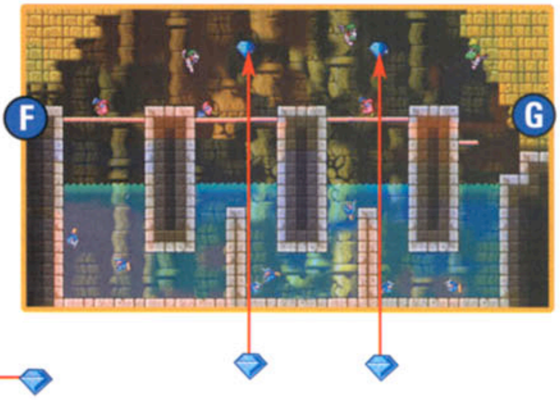
GOLDEN PYRAMID

After defeating a ton of evil enemies and lining his pockets with more loot than a bank can hold, Wario goes into the depths of the Golden Pyramid. It will be an even tougher test than the motel, so remember that only Wario's nefarious best can win the day.

GOLDEN PASSAGE

Through trials and tribulations, Wario has finally reached the Golden Passage—the last stop before taking on the final boss and getting the treasure of his dreams. Wario will have to be at his wiliest to make it through and score the rich stuff.





1 THE DOCTOR IS IN

Smash the block the doc is standing on, then pick him up and throw him to break the block to the right.

FINAL BOSS: GOLDEN DIVA

Hitting the awful opera singer in the face is the key to silencing her for good. She has three forms, so be cautious.

MINIGAME SHOP

Taking a cue from popular party-themed video games, Wario Land 4 sports three minigames: Home Run Derby, Wario Hop and Wario's Roulette. The medals you win in the games can be exchanged for special items that you can use to damage the level bosses. Each game costs 5,000 coins.

HOME RUN DERBY

Watch the ball and swing the bat with the A Button. Every three homers wins a medal.

THE WARIO HOP

Time your jumps over obstacles in the course. You'll earn a medal every 15 jumps.

WARIO'S ROULETTE

Match the face sections to the face shown three times to earn a medal.

ITEM SHOP

A helpful shape-changing fellow runs the Item Shop that appears before every fight with a level boss. In the shop, you can trade medals earned in the Minigame Shop for cunning weapons to use against the boss before Wario actually has to enter combat. The items range in price from two medals up to 10 medals. The more expensive the item, the more damage it will do to the boss. Items are vital in making each fight with the pyramid's bosses much more manageable.

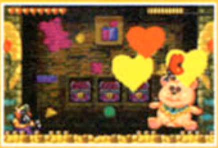
BLACK DRAGON

Make sure you save up some medals and grab the dragon to set fire to the plant with a nasty attitude.

BIG FIST

Just wind up and use the Big Fist on the Cuckoo-Condor to knock out his lights as the fight begins.

LARGE LIPS



Giving some love with a kiss from the Large Lips is a great way to spoil the day of a bear-toting rat.

BLACK DOG

Nothing's better than sending a dog after a Catbat. The dog does major damage, so save those medals.

BLACK DOG

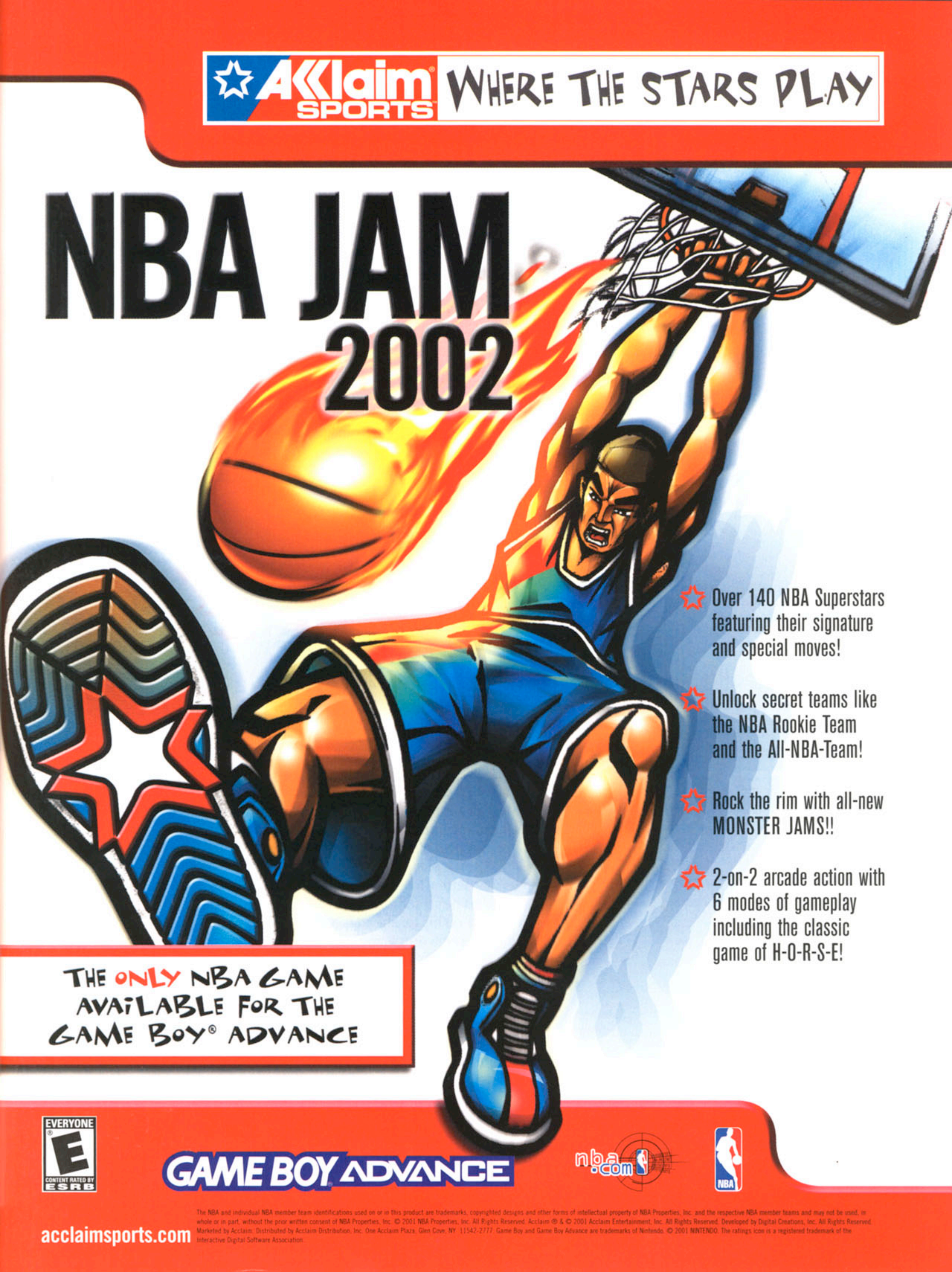
The dog is very effective against the Golden Diva, even though she will make a meal out of him.

THE SOUNDS OF MUSIC

All those CDs Wario collects while adventuring through the pyramid aren't just for his own listening enjoyment; you can listen to them, too! Whenever you get a CD, you can head to the Sound Room and listen. All the discs you've found are listed in the room and are color coded to the four passages where you acquired them. The soundtracks include special effects as well as music and some wacky sounds from various locations in the game. For a good laugh, watch the Wario impersonator in the corner. There are 16 CDs in all to collect, one for each level.

IT'S GOOD TO BE BAD

With its great graphics, crisp sound and challenging puzzles, Wario Land 4 has become the benchmark for great action-platformers on the Game Boy Advance. For added replay value, beat the game in the Normal Difficulty Mode then go back through on Hard Mode to earn Super Hard Mode. In Super Hard Mode, all the item locations are rearranged to make things difficult. Once Wario has all of the treasures in his greedy little pockets, do you think he'll be happy? Probably not, but Wario Land 4 is a game that anyone can be happy with.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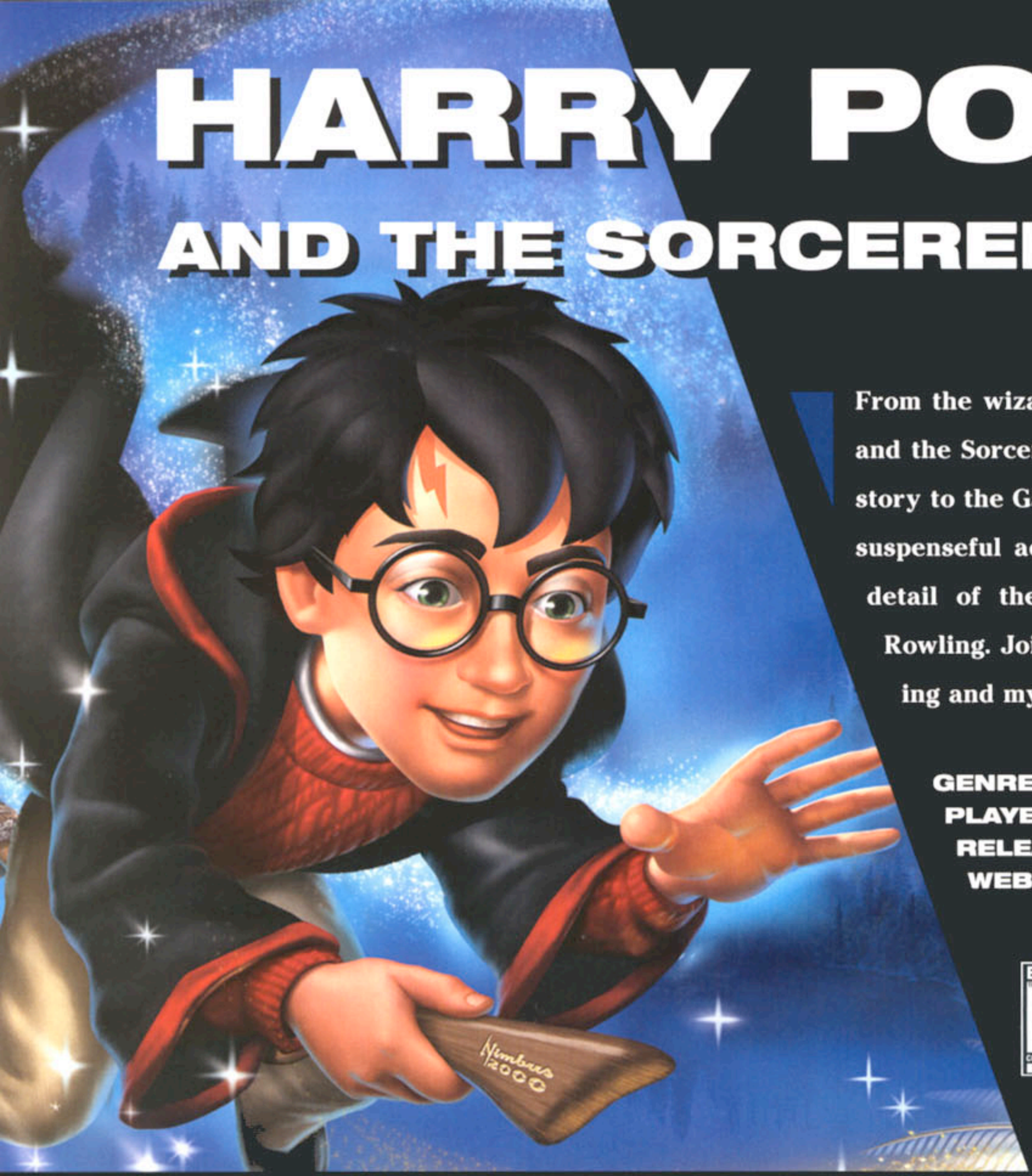

HARRY POTTER AND THE SORCERER'S STONE

From the wizards at Electronic Arts, Harry Potter and the Sorcerer's Stone brings young Harry's epic story to the Game Boy Advance. The humorous and suspenseful adventure captures all the flavor and detail of the famous series of books by J. K. Rowling. Join Harry as he discovers an enchanting and mystical world of spells and sorcery.

GENRE: *ADVENTURE*
PLAYERS: *1*
RELEASE: *NOVEMBER 2001*
WEBSITE: *EAGAMES.COM*

Mild Violence
Comic Mischief

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DESTINY OF A WIZARD

Orphaned as a baby, Harry was raised by his mean Uncle Vernon and Aunt Petunia, with no idea of his magical birthright. All that changes, however, when a giant named Hagrid delivers a mysterious letter. To his astonishment, Harry discovers that he's a famous wizard! The lightning-bolt scar on his forehead is a reminder of the evil sorcerer who carried off his parents. Harry soon finds himself at Hogwarts, and his adventure begins . . .

Harry always knew he was different. At age 11, Harry receives a letter of acceptance to the Hogwarts School of Witchcraft and Wizardry. He didn't even apply!

GAME MENUS

Harry will need to collect items and learn many spells during his quest for the Sorcerer's Stone. The Inventory screen fills in as you collect items, most of which are used automatically.

Press Select to bring up the subscreen, then press L or R to select the Map, Inventory or Folio Magi screen. Your current objective is listed on the Map screen. Press Up or Down to view the layouts of the different floors. The Folio Magi screen keeps track of the Wizard Cards you collect from Chocolate Frogs.

THE HOGWARTS SCHOOL OF WITCHCRAFT AND WIZARDRY

Hogwarts is much like an English boarding school, except that classes in spelling and math have been replaced by courses like Transfiguration and Defense against the Dark Arts. Harry finds out that his parents were done in by Voldemort, a wizard so evil that even other wizards won't utter his name. Voldemort vanished after trying to destroy Harry, but is he gone for good? While at Hogwarts, Harry must solve the mystery of the Sorcerer's Stone and, ultimately, confront the nefarious Voldemort himself.

ENTRANCE HALL

HOUSE POINTS: Each of your accomplishments will be rewarded with house points.

A FIERCE RIVALRY AMONG THE FOUR HOUSES

You'll get house points for Gryffindor as you accomplish each task. Be careful, though—house points can also be deducted, especially if you're caught prowling the halls at night! Check the point totals by pressing the A Button at one of the hourglasses in the entrance hall.

MAKE SOME NEW FRIENDS

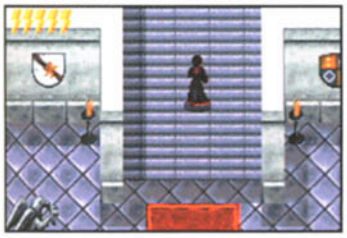
Harry can tell that Hogwarts is a magical place as soon as he steps in the front door. Ron Weasley is the first person you meet at Hogwarts, and he's also a member of the Gryffindor house. You'll encounter many friendly and helpful students during your adventures. Don't forget that your first class will be starting soon—you'd better not be late!

TROUBLESOME TRIO

Apparently, not everyone at Hogwarts is as friendly as Ron. Just up the stairs from the entrance hall, you'll have your first confrontation with the students from rival Slytherin House and their head troublemaker, Draco Malfoy. No doubt you'll have to deal with them later.

FLOOR 1

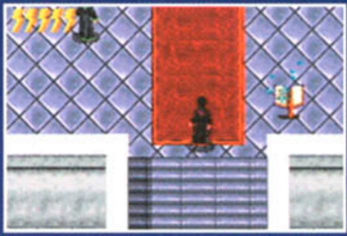
WELCOME TO HOGWARTS



There are nine floors at Hogwarts, including the entrance hall and dungeon. Locked doors and hidden rooms will open up as you learn spells and complete your adventures. Follow Ron up the stairs to the third floor. On your subscreen map, the flashing dot indicates the location of your next objective.

SAVE SPOT: Record your progress by finding one of the many save points throughout the game.

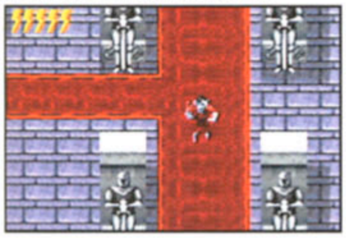
FLOATING SPELL BOOKS



Stand on the floating spell book and press the A Button to save your game. There are three Save files, and your current objective is listed by each file. Harry's stamina (life bars) and house-point totals are also displayed on the Save screen.

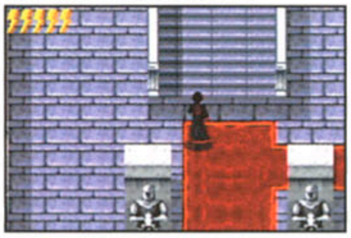
FLOOR 2

PEEVES THE POLTERGEIST



An "ickle firstie"? Is that an insult? On the second floor, you'll first encounter the cackling Peeves. Peeves enjoys tormenting the new students at Hogwarts. Ignore him at first and continue up to the next floor. You'll run into Peeves several times during the game. He's quick to alert the instructors when he sees students misbehaving.

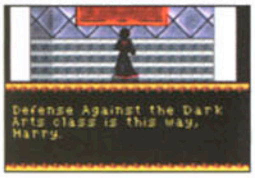
EXPLORE THE ACADEMY



Before you attend your first class, it might be a good idea to get familiar with the hallways and corridors of Hogwarts School of Witchcraft and Wizardry, even though many areas are off-limits for now. Later in the game, you'll discover several hidden shortcuts that let you get from one area to another quickly.

FLOOR 3

DEFENSE AGAINST THE DARK ARTS



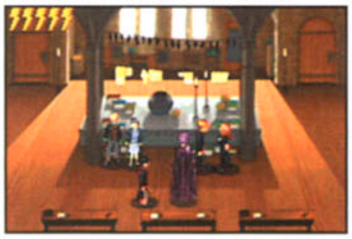
When you reach the third floor, your new pal Ron will be waiting to lead you to your first class. You'll get instruction in many different spells during your stay at Hogwarts. Each professor teaches you a different magic technique that you wil need to complete your adventure.

SCHOOL DAZE

While exploring the first few floors, you'll get clues from the students and teachers wandering the halls of Hogwarts. The trophy room is on the far-left side of the third floor. On the right side of the floor, look for the open door with a chalkboard in front of it. Don't keep the professor waiting any longer!

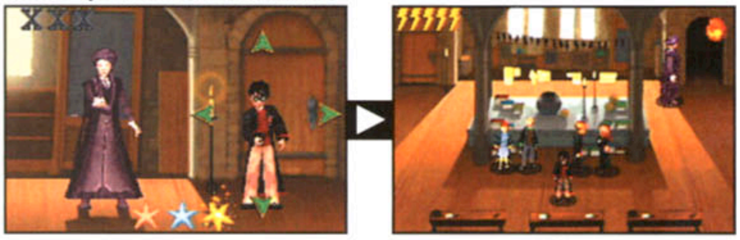
PROFESSOR QUIRRELL

FLIPENDO KNOCKBACK JINX



Professor Quirrell seems a little strange, but he teaches you the first spell, Flipendo. It's a basic fireball attack-spell that Harry will use throughout the game. Flipendo can also be used to trigger switches and move certain blocks. After mastering the spell, work your way through a short challenge course and collect six stars to continue.

MIMIC QUIRRELL'S MOVEMENTS

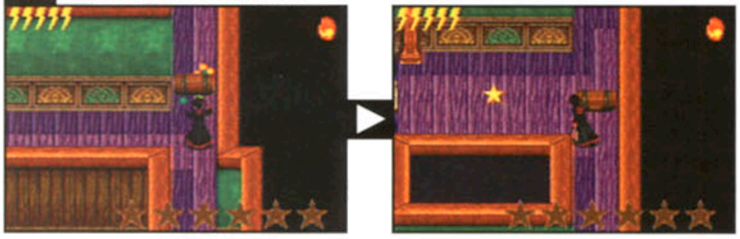


To learn each spell, you'll have to duplicate the wand movements the instructor makes. Press your Control Pad in the same direction he waves his wand. You'll have to complete the Flipendo Challenge after learning the spell. Enter the doorway on the right to begin.

1 FLIPENDO THE WALL SWITCH

Use the B Button to fire Flipendo at the hand-shaped wall switch to turn the bridge in the next room. Although you know only one spell at this point, your active spell is shown by the icon in the upper-right corner. The hand icon represents Flipendo.

2 ROLL OUT THE BARREL



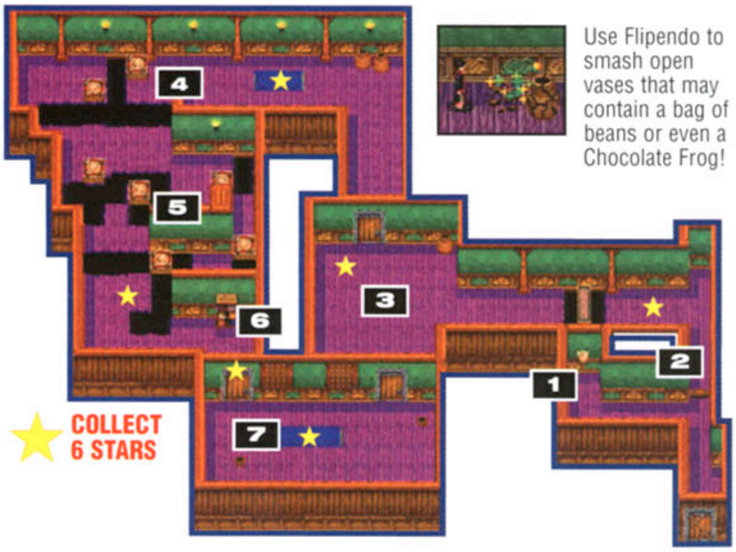
While it's primarily an attack spell, Flipendo can also be used to move many items, such as wooden barrels. Four or five fireball blasts should be enough to roll the barrel shown above out of the way, allowing you to collect the first star. You can roll barrels also to destroy some enemies.

FLIPENDO SPELL: Not just a fireball attack-spell, Flipendo can also be used to move objects and flip switches.

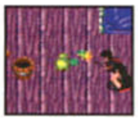
ACCURACY IS REWARDED WITH HOUSE POINTS

Although only the basic sequence is necessary to learn each spell, You'll earn extra points for Gryffindor House if you can complete all three lessons. Pay attention and follow Quirrell's movements. If you miss three times, however, you're out.

FLIPENDO CHALLENGE



Use Flipendo to smash open vases that may contain a bag of beans or even a Chocolate Frog!



Knock over buckets with your fireballs to find beans and other valuable items.

Clue scrolls will appear to give you helpful tips along the way.

3 ROAMING GNOMES

A few locked doors will open only after you defeat all the gnomes or other enemies in the room. Wait for them to get in range before casting the spell, but be alert to their movements. If they see you, they may charge, not giving you time to launch your fireball. You can fire in eight directions with your Flipendo fireball.

4 FLIPENDO BLOCKS

Slide the Flipendo blocks to cross the gap in the floor. Move them by casting your spell from the palm side of the hand icon on the block. Once they drop into place, the blocks cannot be moved again.

5 FIRE ACROSS THE GAP

To get past this area, circle through the corridor to the right (sliding blocks as you go) to move the final Flipendo block that allows you to continue. Collect the star and move on.

6 SEARCH THE BOOKCASE

Press Up on the Control Pad while standing in front of the bookcase to ransack it. Use the technique throughout Hogwarts to discover many hidden items.

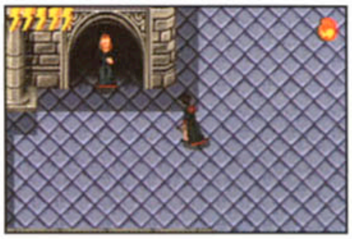
7 THE FINAL STAR

Take out the last two pesky gnomes to make the final star appear. By collecting the last star, you will end your first lesson and also open a shortcut door that leads back to the entrance.

POTIONS, ELIXIRS AND CONCOCTIONS

After making another new friend, it'll be time for your next class, Potions, with Professor Snape. He's the strictest and most demanding instructor at Hogwarts. Make your way down to the entrance hall. On the way to class, you can check the house-point totals at one of the hourglasses to see if Gryffindor is in the lead.

DOWN TO THE DUNGEON



After you encounter Hermione again at the entrance hall, she'll lead you to a doorway on the left. You'll have to go through the dungeon to get to Snape's classroom. Remember, no Drooble's Best Blowing Gum allowed in class! If you're late, Professor Snape will have a special punishment for you.

PROFESSOR SNAPE

PUMPKIN PASTY: Every three you collect will increase your lifeline by one bar.

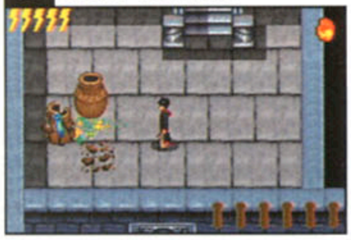
ADD TO YOUR STAMINA

After reaching the dungeon, look for a Pumpkin Pasty in the little alcove past the Save point. The number of Pasties you've collected is shown on your Inventory subscreen. Pumpkin Pasties are hidden throughout the game or may be given as a reward for a special accomplishment.

VIALS IN THE BASEMENT

Poor Harry can't seem to get a break—he's late for his second class! The surly Professor Snape will give you the task of finding six glass vials scattered throughout the basement. Go through the trapdoor to complete the assignment. You can see how many vials you've collected by viewing the display in the lower-right corner of your screen.

8 INSIDE THE VASE

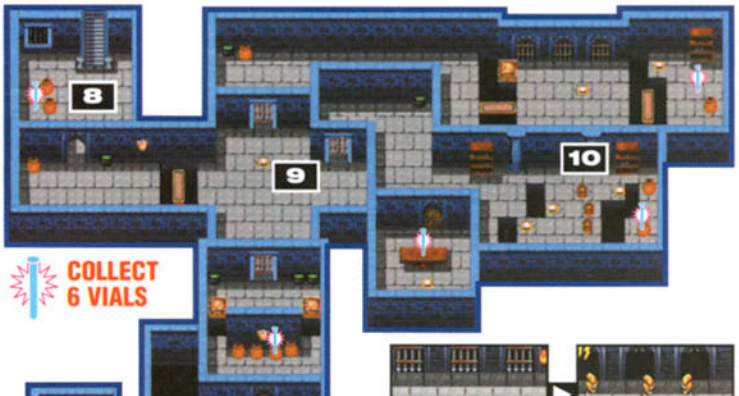


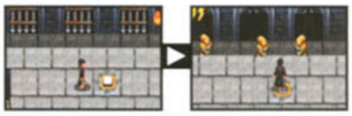
The first glass vial is found inside one of the vases in the very first basement room. Use your Flipendo fireball to break it open. Many vases contain other objects, too.

9 OPEN THE GATE

Step on the floor switch to open the barred gate. Go through the gate and down the corridor to open the second gate in the room, but watch out for the gnome ambush!

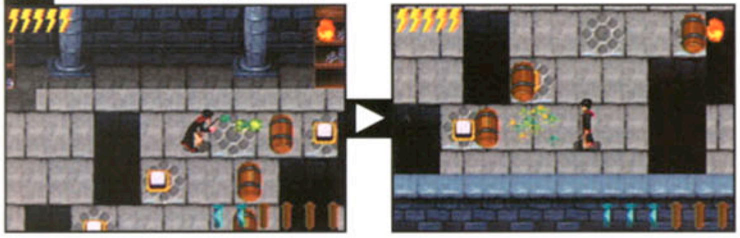
THE BASEMENT





By stepping on some buttons, you'll release a swarm of enemies—be ready for a fight when you hit the switch shown above.

10 BARRELS AND SWITCHES



The three buttons won't stay down, so you'll have to roll the barrels onto the floor switches using your Flipendo spell. After all three switches are depressed, the last gate will open. Be careful not to fall into one of the pits, or you'll have to start your search for the glass vials over again.

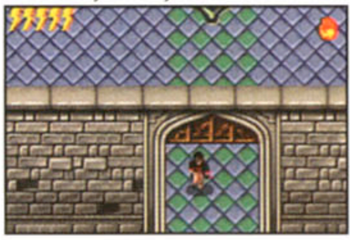
As you go through the basement, beware of the wandering gnomes. Be sure to search every bookcase and break every vase for helpful items.

SNAPE'S WAITING

Although it seems you've satisfied Professor Snape (for the moment), you'd better not keep him waiting. Backtrack through the basement to return to Potions class.

THE GROUNDS

DITTANY, MOLY, WIGGENTREE BARK AND FLOBBERWORM MUCUS



What an assignment—Snape's given you a list of some truly disgusting ingredients for the Wiggenweld Potion! Luckily, your old friend Hagrid, the gamekeeper, can help you get some dittany. Go out the main entrance to find the grounds of Hogwarts. Don't waste any time; you can't let the Slytherins beat you to it.

HELP FROM HAGRID

Hagrid's hut is located in the forbidden forest in the southwest area of the grounds. Follow Ron or use your map and go down the path to the lower-right corner.

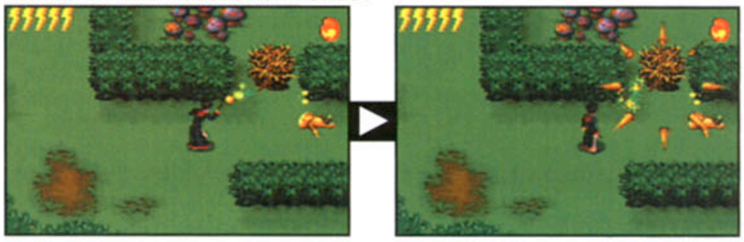
HAGRID'S HUT

CHOCOLATE FROGS: Find the frogs to collect the Wizard Trading Cards. They are generally well hidden.

FROG IN YOUR THROAT

Search the small shrubs the same way you did the bookcases (while facing them from below, press Up on the Control Pad) to find hidden items such as Chocolate Frogs or even a bag of Bertie Bott's Every Flavor Beans.

PERILS OF THE FORBIDDEN FOREST

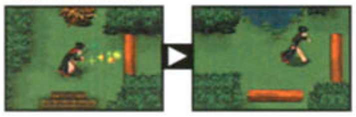


You'll encounter new enemies and treacherous traps in the forbidden forest, such as bushes that fire thorns when hit. Either cast your spell at them from outside their range or sidestep their projectiles after your fireball hits. Four blasts of Flipendo will take them out.

Steer clear of the poisonous mushroom patches. There is no way to destroy them.

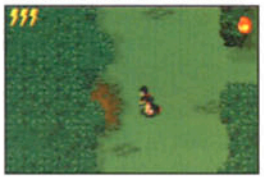
The forbidden forest is also home to pits that open up underneath your feet.

LOG ROLLING



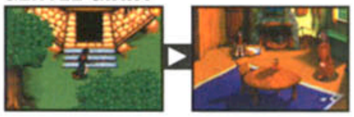
Cast Flipendo upon logs to roll them out of your way. You'll have to circle around and fire across the poisonous pond to roll the second log down.

SECRETS IN THE TREES



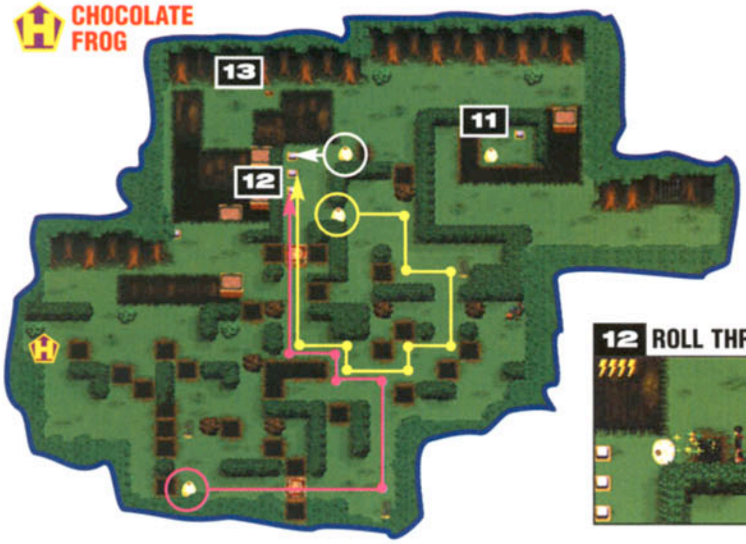
Look for hidden paths leading into the dense forest growth to find secrets. Even though you can't see your character, use the scrolling screen to work your way through the invisible maze. The path shown leads to a locked trunk. Return later with the Alohomora spell to open it.

GENTLE GIANT

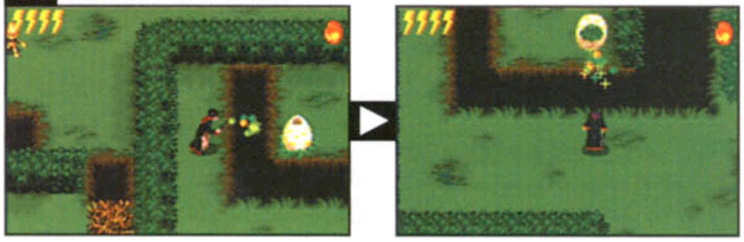


When you find Hagrid, he'll tell you where you can find the dittany. Exit out the back to enter his garden.

HAGRID'S GARDEN

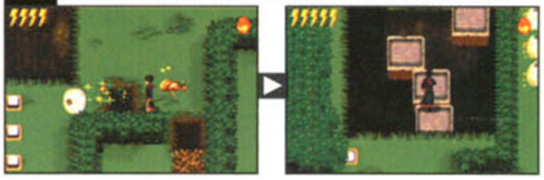


11 FLOATING PLATFORM



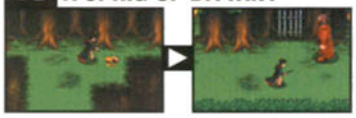
Cast the Flipendo spell to roll the pod over to the right, then up onto the switch. A floating platform on the right will start moving. Hop onto the platform and ride it across to get to the main area of the garden. If you fall into a pit, you'll have to restart the garden area from the beginning.

12 ROLL THREE MORE PODS ONTO SWITCHES



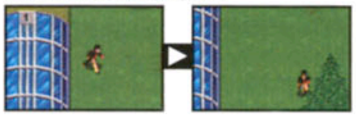
Following the paths shown on the map, roll each of the pods onto the three floor switches. Be sure to move the two Flipendo blocks first. Carefully go across the moving platforms to get the first ingredient.

13 A SPRIG OF DITTANY



After getting the dittany, work your way back to Hagrid's Hut. You'll encounter the friendly gamekeeper again, and it'll be time for your first flying lesson.

GREENHOUSE SECRET



On your way to the flying pitch in the northeast section of the grounds, go past the row of greenhouses and look for a hidden area behind a big tree.

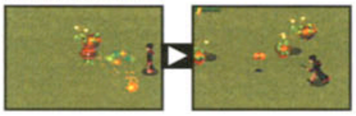
A FIERCE BATTLE

The secret area behind the tree has many enemies, but they're no match for your Flipendo fireball spell. Take out the roving gnomes, then roll the barrel down to the next section. Save the bean on the right—you may need it later! Blast the bush in your path, then continue through the maze.

NO GNOMES IS GOOD GNOMES

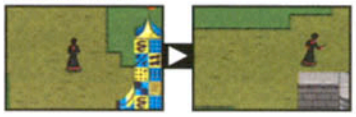
The blue gnomes in the next area are much tougher than the ones you encountered previously. The first hit only stuns them; wait for them to recover then unleash another blast of Flipendo to finish them off. You can also roll a barrel over the gnomes.

NINJA TURTLES



Cast Flipendo spells at the three turtles until they're down for the count. Keep moving and watch out for their fireballs! A Pumpkin Pasty is your reward.

TIME TO FLY



You've dallied long enough—it's time for Madam Hooch's flying lesson. Exit back to the grounds and go up and right to get to the flying pitch.

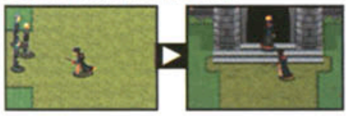
FLYING CLASS

FLYING: You can select the Flying control method that suits your own particular style.

NIMBUS 2000 BASICS

In the Pause menu, you can set your Flying controls. Beginner style moves your broom in the direction you press the Control Pad, while Advanced steers the broom as if you were riding it. If you're experienced with overhead-view racing games, choose the Advanced controls.

TWELVE O'CLOCK HIGH

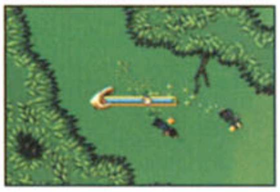


After your flight, you'll be challenged to a duel at midnight. It's against the rules, of course, but the honor of Gryffindor must be maintained . . .

CHASE MALFOY ON YOUR BROOMSTICK

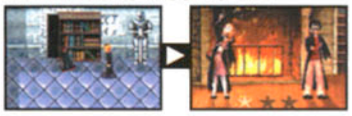
Even though you've been told not to fly, there's only so much of Draco's taunting you can take! Hop onto your Nimbus 2000 and chase him around the course. Zoom through the sparkles to fill up your flying meter until you get close enough to show him who's the best.

GRAB THE REMEMBRALL



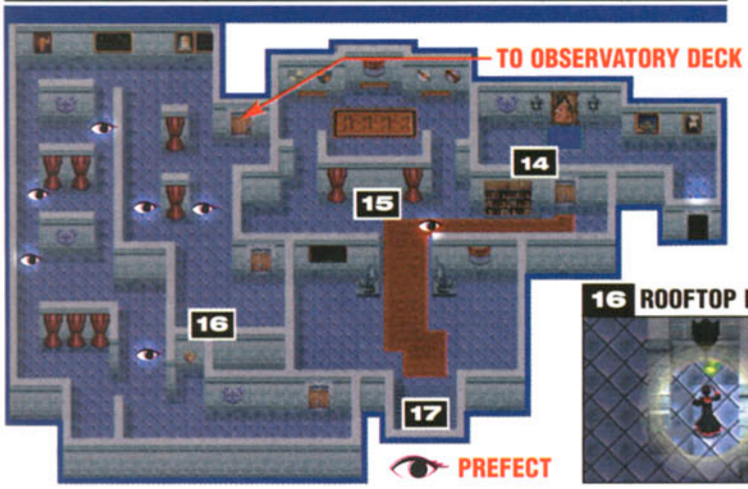
After the flying meter fills up, the grab meter will appear on the screen. Press the B Button to grab when the moving ball is at the left end of the bar. You'll recover Neville's Remembrall if you do it before the time runs out. Otherwise, you'll have to chase Malfoy down again.

LEARN THE UNLOCK SPELL

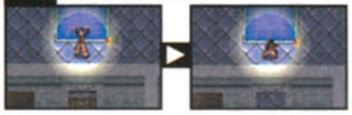


Go through a secret passageway that leads to the seventh floor, where Hermione will teach you Alohomora. Get all three stars for a Pumpkin Pasty.

FLOOR 7

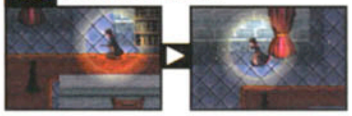


14 OPEN SESAME



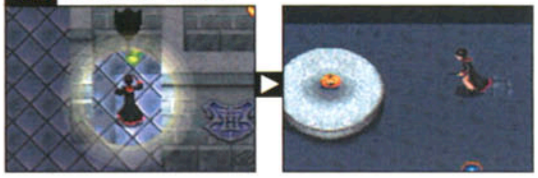
Your new spell allows you to open doors to areas that were previously inaccessible. Press the R Button to toggle between the different spells.

15 PREFECT DARK



On your way to the duel, cautiously work your way through the dark halls, alert for prowling prefects. If you're seen, you'll lose some house points.

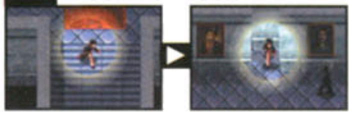
16 ROOFTOP PASTY



Trigger the Flipendo switch in the little hallway, then circle back through the prefect patrols to the open door leading to the observatory deck. There's no time for any stargazing, but a Pumpkin Pasty awaits you on a platform up there.

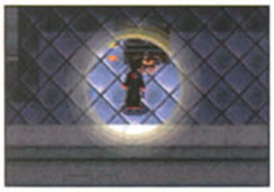
FLOOR 6 & FLOOR 5

17 FLOOR BY FLOOR



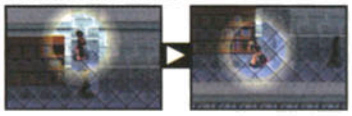
After you find the stairs to the sixth floor, you'll have to circle through the level to get to the next stairway. Duck into alcoves to avoid being caught.

OPEN CHESTS WITH ALOHOMORA



Not only can you open doors, you can unlock chests with your new spell. You'll find a chest containing a Chocolate Frog in the upper-right area of the sixth floor. Use the subscreen map to plan your route as you sneak silently through the darkened corridors.

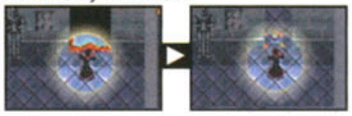
SNEAK AND HIDE



Hide behind pillars or around corners to stay out of sight. If you're detected, you'll lose some house points and get sent back to the last stairway you used.

FLOOR 4

MIRROR, MIRROR

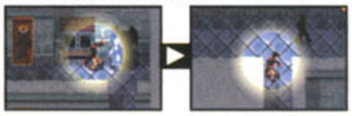


Down on the fourth floor, check out the mirror just to the right of the staircase. Cast Alohomora on the mirror to reveal a secret passageway behind it.

FLIPENDO THE GARGOYLES

To open some of the closed doors you find, look for a floor switch with a nearby gargoyle statue. Cast a Flipendo spell at the statue to make it start moving. The winged beast will lumber around in a regular pattern, causing the door to creak open as it passes over the switch.

PREFECT TIMING



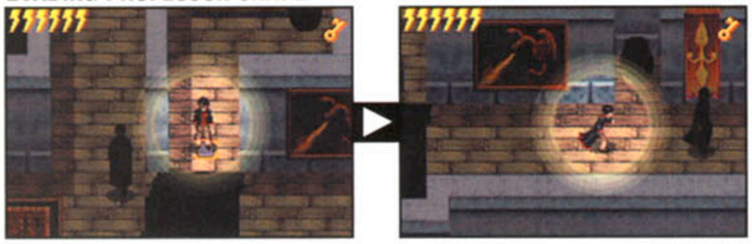
When the gargoyle is activated, the nearby prefect will start moving as well. Carefully time your dash across the corridor and down the narrow passageway.

TROPHY ROOM

DEVIOUS DRACO

Inside the trophy room, Harry finds that the pesky Slytherin has no intention of playing fair. To make matters worse, Snape's on his way, so you'll have to find a way out—and fast! It's a good thing there's a mirror at the back of the room that's no match for your Alohomora spell.

EVADING PROFESSOR SNAPE



After stepping on the floor switch, you'll hear Professor Snape and see his looming shadow as he prowls the area. Stay out of his sight and follow him cautiously down the corridor, but be ready to duck into a nearby alcove if he turns around!

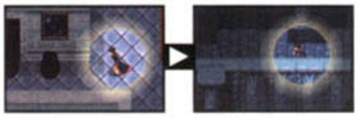
BEYOND THE DOOR

There are three locked doors in the corridor that Snape's patrolling. To get to the exit, you'll have to move a couple of blocks. Duck down into the first door and move the Flipendo block in the room below. Return to the corridor and head right to the third locked door.

ESCAPE FROM SNAPE

Run quickly down and escape the trophy room, then creep through the hall to the secret passage that leads back to the common room.

FLUFFY THE DOG

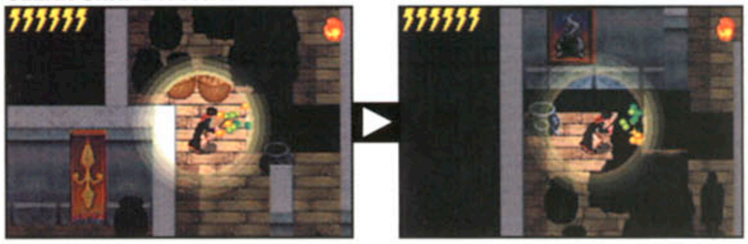


Once on the third floor, go left and through the forbidden corridor that leads to the trophy room. Is that a three-headed dog below you?

TROPHY FROG

Just past the mirror, cross the gap by hitting the switch to the left. Look for a locked trunk in the next room containing a Chocolate Frog.

CLEAR SNAPE A PATH

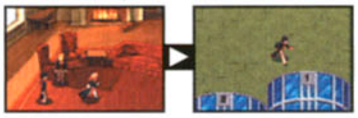


There are two Flipendo blocks to move in the hallway, or you'll never get Snape out of your way. Blast the first one from the left side, then break the vases and shoot another fireball across the gap to move the second block.

PLACE THE LAST BLOCK

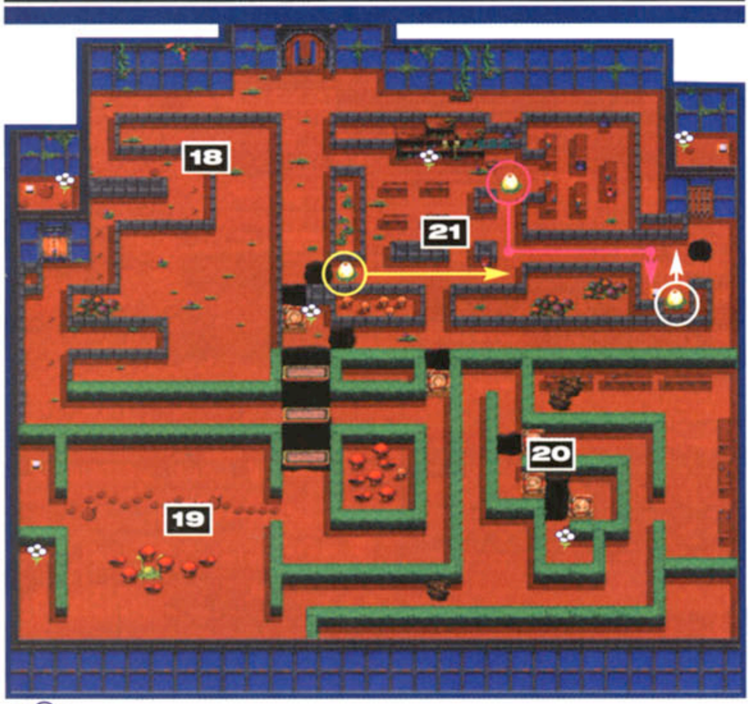
Although you can barely see the Flipendo block, fire your spell left across the gap to move the block. After both of the Flipendo blocks in the left and right side rooms have been moved, the path through the middle door will be open.

GREENHOUSE EFFECT



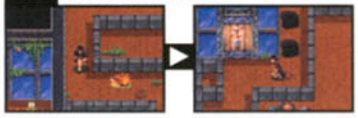
Harry might have annoyed Hermione somewhat, but that's no excuse to be late for class. The Herbology greenhouse is outside on the grounds.

PROFESSOR SPROUT



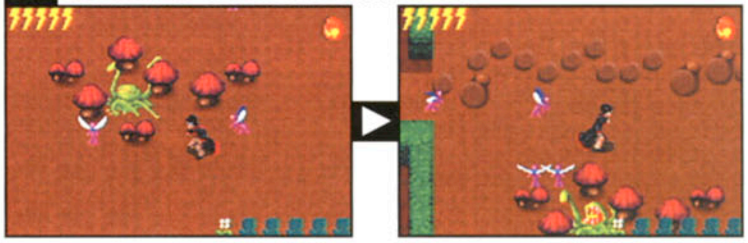
COLLECT 6 MOLY FLOWERS

18 FIND THE MOLY



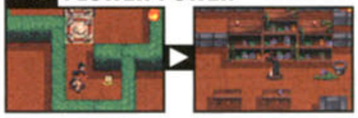
To complete Professor Sprout's lesson, start by going to the locked door on the left. Beware of the snails and the deadly trails they leave behind them.

19 DOXIES AND VENOMOUS TENTACULARS



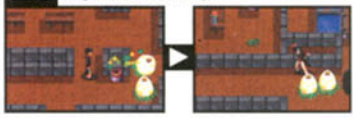
The flying Doxies are immune to your Flipendo spell, so you'll have to lure them to their doom by leading them into the jaws of the Venomous Tentacular. After clearing the area, collect the Moly and step on the floor switch to the left.

20 FLOWER POWER



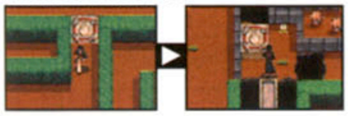
Move the Flipendo blocks for the moly in the lower right. You'll also need to search the shelves for another of the elusive moly flowers.

21 ROLL PLAYING



Roll the pods represented by the yellow and white arrows on the map first. That way, you'll be able to roll and place the final pod on the switch.

A BRIDGE TOO FAR



After triggering all three of the floor switches, you can finally go up and across the three narrow bridges for the last moly flower. Class dismissed!

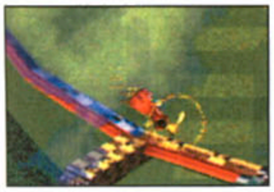
THE STADIUM AWAITS

It's time to put your flying skills to the test in your first Quidditch match! After exiting the greenhouse, go right to find the Quidditch stadium. It's Slytherin versus Gryffindor in the first contest.

QUIDDITCH MATCH #1

FLYING: Not only do you have to grab the Golden Snitch, but you must avoid the course obstacles while doing so.

CHASE THE GOLDEN SNITCH

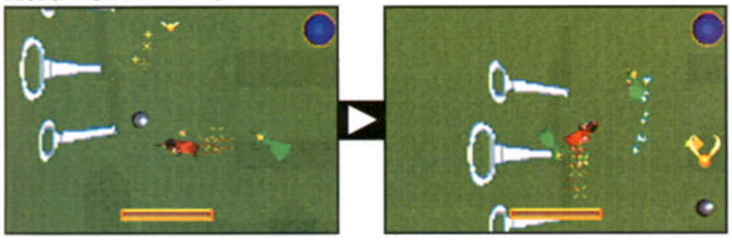


You're the seeker for the Gryffindor team, so when the match starts, steer your broom to follow the Golden Snitch. If it's off-screen, follow the little icon and arrow until you get close. Stay within the Snitch's "halo" until you have an opportunity to swoop down and nab it.

CROWDED SKIES

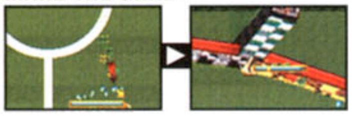
Steer clear of the other fliers and the balls in the arena as you're chasing the elusive Snitch. If a collision is unavoidable, tap the B Button to do a spin move with your Nimbus 2000 that will get you out of trouble.

BLUDGERS AND BALLS



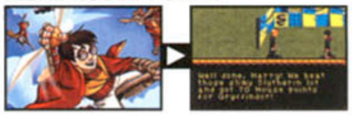
While trying to grab the Snitch, you'll also have to be on the lookout for the balls and other players. The other team's bludgers will target you, so evasive maneuvers may be required. Follow the trail of sparkles to fill up your meter.

MAKE THE GRAB



Once the little grab meter appears in the middle of the screen, hit the B Button at the right time to grab the moving ball. Gotcha!

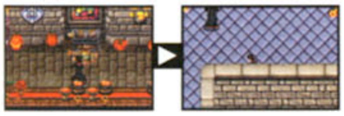
MORE HOUSE POINTS



Not only did you beat the Slytherins, you scored some big points for the Gryffindor house. It's off to the Great Hall for the Halloween banquet.

GREAT HALL & GIRLS' ROOM

FROGS IN THE HALL



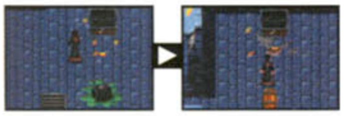
Before leaving the Great Hall, take a quick side trip to grab a Chocolate Frog, then exit back to the main floor. Avoid the prefects as you go.

DAMSEL IN DISTRESS

Inside the girls' bathroom, Ron and Hermione seem to be frozen in fear. Follow the sound of the enraged roars and the trail of destruction to the left. The troll is a lot closer (and a lot bigger) than you thought!

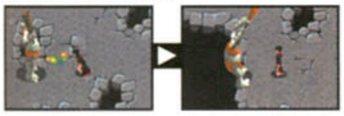
EXPLORE THE SECRET CAVERN

The troll isn't going anywhere, so avoid the slow-moving monster for the moment and go through the door at the top of the room. You'll have your only chance in the game to enter the secret cavern area, so be sure to explore it thoroughly before taking on the troll.



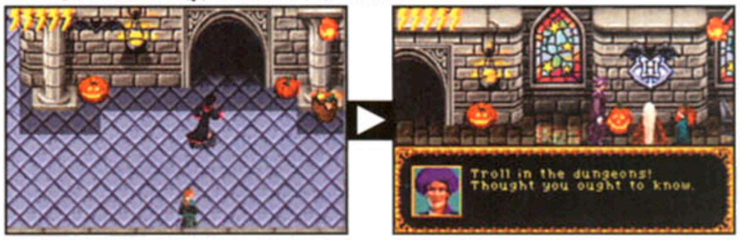
Use Alohomora on the first two chests to find beans and refill your life bar. In the last room, there's also a locked chest containing a Chocolate Frog.

HARRY THE HERO



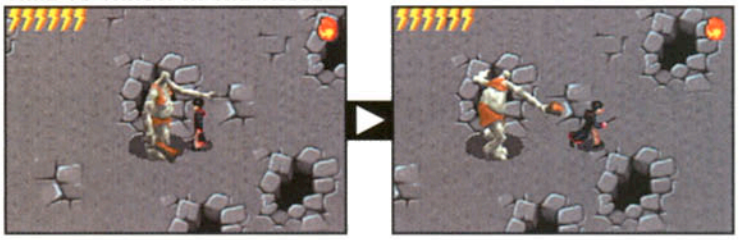
Keep knocking the troll backward until gravity takes its toll and he tumbles into the pit. You should get some big house points for that one.

HALLOWEEN BANQUET INTERRUPTED



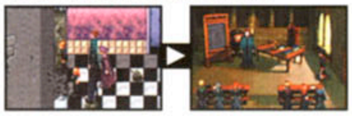
After you arrive in the Great Hall for the celebratory banquet, there's news that a troll is loose in the building. The party will have to wait. Although the school staff can probably take care of the troll, you'll have to warn Hermione. There's no time to waste, so get moving.

TIME TO THROW IN THE TROLL



Your Flipendo spell seems to have no effect on the thick-skinned lummox, but when he bellows he's vulnerable to your attack. Lure him near the big pit, then get close enough to make him swing his club at you. Dart away and, as he roars in frustration, blast him with a Flipendo fireball to slide him backward.

TRANSFIGURATION CLASS



Although you've earned the gratitude of all the instructors, there's still more to learn. Professor McGonagall's class on the first floor is next.

PROFESSOR MCGONAGALL

AVIFORS SPELL: With the Avifors magic, Harry can change ordinary objects into extraordinary things.

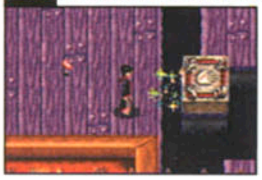
BRING IT TO LIFE

Although Avifors is generally cast to remove heavy objects from floor switches, it has other uses as well. You can cast it to clear a path through an otherwise inpenetrable barrier, for example. You'll have access to some new areas in Hogwarts with the spell.

AVIFORS CHALLENGE

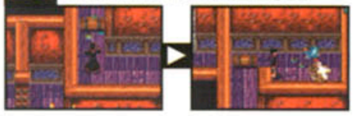
COLLECT 6 STARS

24 SWITCHING SPELLS



Change your active spell to Flipendo using the R Button, then use a fireball to drop the Flipendo block into its proper place. You won't be able to reach the star on the central platform just yet. You'll have to circle around to the other side before you'll be able to move the other two blocks.

26 ANOTHER BARREL ROLL

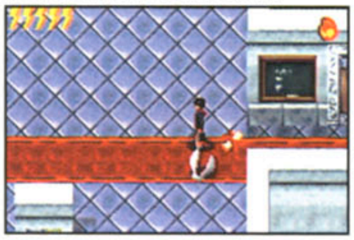


Push the barrel out of the way with Flipendo, then use Avifors to trigger the switch. By doing so, you will open the door in the previous room.

28 MOVE THE LAST BLOCKS

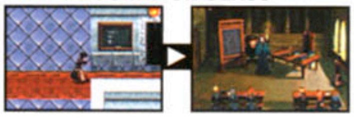
Drop two Flipendo blocks into place to complete the pathway to the final star. There's also a chest containing a bag of Bott's Beans in the room. Use Avifors on the rock to open the door below you so you don't need to backtrack all the way around.

A MESSAGE FROM HAGRID



The gamekeeper has sent you an airmail message about the third ingredient needed for the Wiggenweld Potion. You knew you'd have to collect that Flobberworm mucus sooner or later, so it might as well be your next task. Head outside and down to the forbidden forest and Hagrid's hut.

TRANSFIGURATION CLASS



Go back to the classroom on the first floor for your next lesson. Professor McGonagall will teach you how to make inanimate objects come to life.

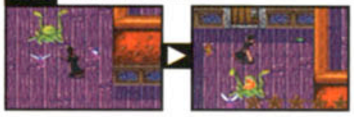
BONUS HOUSE POINTS

To learn the Avifors spell, duplicate Professor McGonagall's wand movements. Press the Control Pad in the same direction she waves her wand. If you complete all three levels of the lesson, you'll also score some extra house points for Gryffindor. Another challenge level is next.

22 MAKE IT FLY AWAY

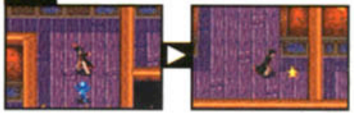
The next challenge is a little more complex, as you'll have to use different spells to collect all the stars. Cycle through your three spells with the R Button. The icon for Avifors looks like a small blue bird. Cast the Avifors spell to move the stone off the floor switch so you can get through the door on the left.

23 MORE DOXIES



You remember the tenacious Doxies from your lesson in the greenhouse. Let the Venomous Tentacular dispose of the Doxies so you can grab the room's star.

25 GNOME STAR



A blue gnome and another star await you around the corner. Blast the ornery critter with a couple of fireballs and collect your reward.

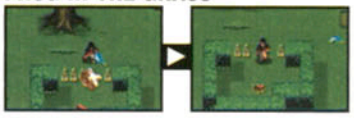
27 GARGOYLE ASSISTANCE

You'll need something heavy to trigger the button. Use a Flipendo fireball to bring the gargoyle to life. Stay out of its way as it circles slowly around the room. When it reaches the floor switch, the door will creak open.

29 ONE MORE STAR

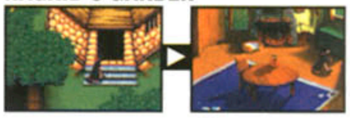
Back in the beginning room, cross the three Flipendo blocks to the middle platform and get the sixth star to complete McGonagall's Avifors challenge. Your lesson is complete. If only you knew what to do about those remaining potion ingredients . . .

FROG IN THE GRASS



Remember to return to certain places when you get new spells. The Avifors spell, for example, will get you into a little area by the greenhouses.

HAGRID'S GARDEN



After reaching the hut through the forbidden forest, proceed directly through to Hagrid's garden, where he and Hermione are waiting for you.

FLOBBERWORM MUCUS

30 GET THE FLUTE

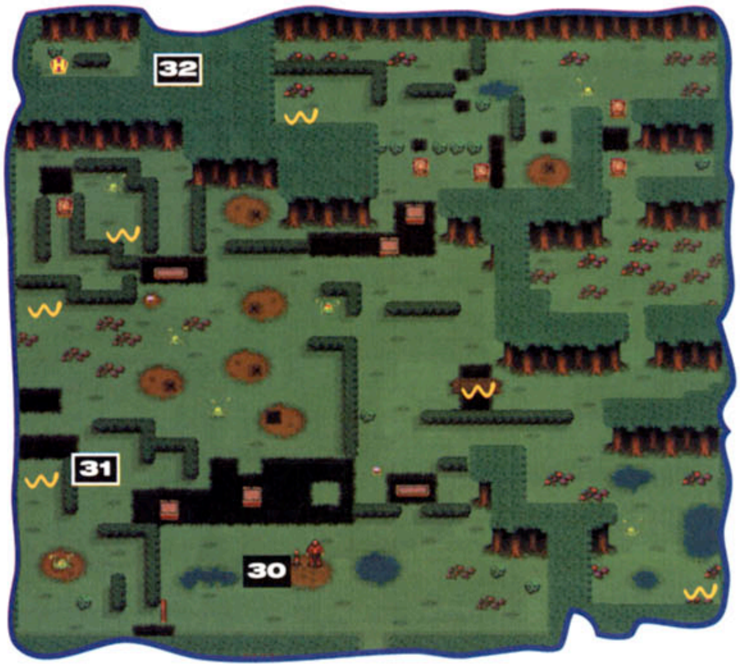
Out in the garden, Hagrid will give you a shiny new flute that you'll use to charm the Flobberworms. The six Flobberworms are scattered throughout the garden. You'll have to lead them back to where Hermione will have the unenviable task of extracting the mucus. Ugh!

FLUTE: Just like the Pied Piper, use the music from the flute to lead the Flobberworms to Hagrid.

MAKING BEAUTIFUL MUSIC

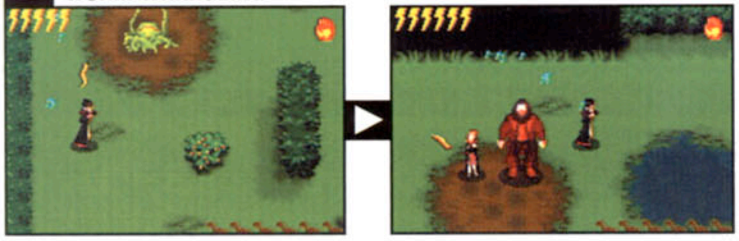
Hold down the L Button to play the flute, which will cause the Flobberworms to crawl toward you. You need to lead them back to the starting point, keeping the L Button held down the entire time. If you stop playing, the worms will simply stay where they are.

HAGRID'S GARDEN



GUIDE 6 FLOBBERWORMS BACK TO HAGRID

31 WORM WRANGLING

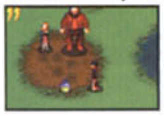


Find the six Flobberworms and use the music of the flute to guide each one back to Hagrid. It's a good idea to clear each area of enemies before guiding the worm through it. If a worm gets destroyed by falling into a pit or brushing against a poison mushroom patch, it will reappear in its original location.

32 GARDEN FROG

Another hidden path leads to a secret area in the upper left. Push your way through the trees to find a clearing. Search the shrub to reveal another Chocolate Frog. You can see the Wizard Cards you've collected in your Folio Magi subscreen.

FRESHLY SQUEEZED

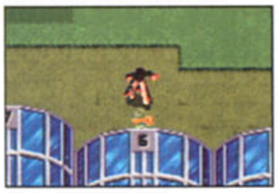


Using all six Flobberworms that you brought back to Hagrid, Hermione will extract the mucus for you and place it in a bottle. Three ingredients down, only one more to go!

BACK TO CLASS

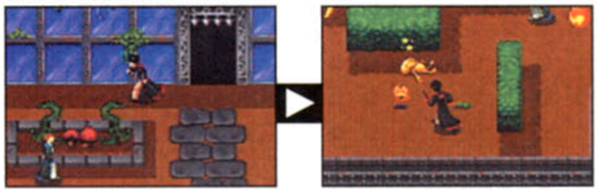
Hermione reminds you of the Defense against the Dark Arts class that's next. Work your way through the forbidden forest to the grounds, but take a little side trip before heading back to Hogwarts.

GREENHOUSE SECRET



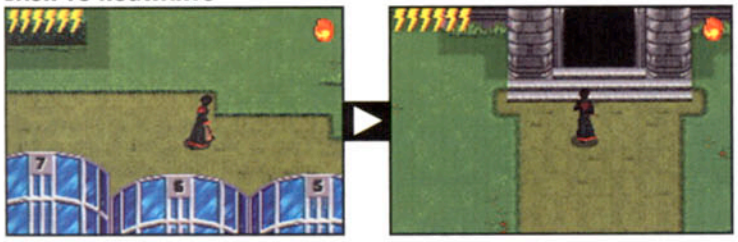
You have a little time before the next class, so you can make a quick stop for a Pumpkin Pasty. After you exit the forbidden forest, go down to the row of greenhouses and into Greenhouse 6. With your prefect-avoidance skills, you'll have no trouble creeping through undetected.

GREENHOUSE PUMPKIN



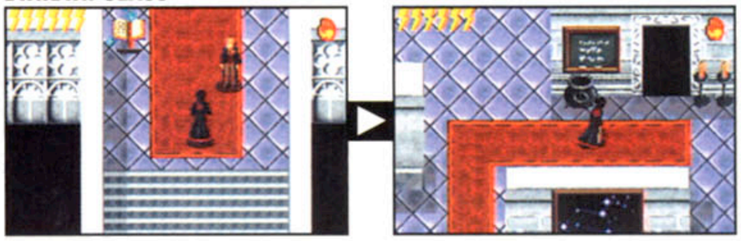
Once inside, avoid the prefects in the greenhouse and grab the Pumpkin Pasty at the bottom.

BACK TO HOGWARTS



After adding another Pumpkin Pasty to your collection, head back out to the grounds and up into Hogwarts. You can view your subscreen by pressing the Select Button to see the items you've collected.

D.A.D.A. CLASS



Everyone sure seems to be talking about whatever's down that forbidden corridor. Perhaps it's something you'll need to investigate later. First, it's time for another class from Professor Quirrell.

PROFESSOR QUIRRELL

A MORE COMPLEX LESSON

The next sequence you need to follow is even longer than the last lesson's. Watch the instructor's movements carefully and follow them with your own wand. Just as before, if you complete the entire sequence for all three stars, your reward will be some more house points for Gryffindor.

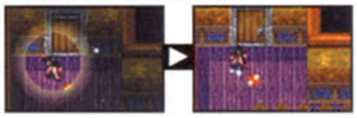
LUMOS SPELL: You'll be able to see where you're going in the dark with your new light spell.

AN ILLUMINATING EXPERIENCE

Casting Lumos will light up the entire room that you're in. It lasts for only a short period of time, however. The icon for the Lumos spell is a twinkling star. It's a useful spell that you'll use frequently during the rest of your adventure.

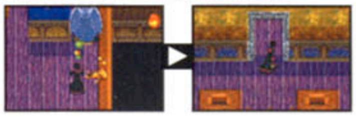
LUMOS CHALLENGE

LIGHT UP YOUR LIFE



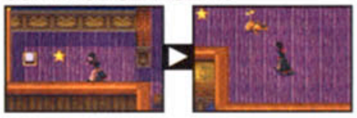
Cast Lumos as soon as you start the challenge so you can see where you're headed. You might want to keep Flipendo handy at all times, in fact.

GARGOYLE ON THE SWITCH



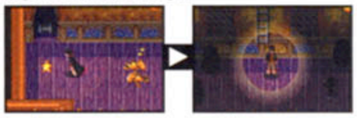
Blast the stone gargoyle with a fireball to get it moving. As it triggers the switch, the other doors in the room will open.

CONTINUE SEARCHING



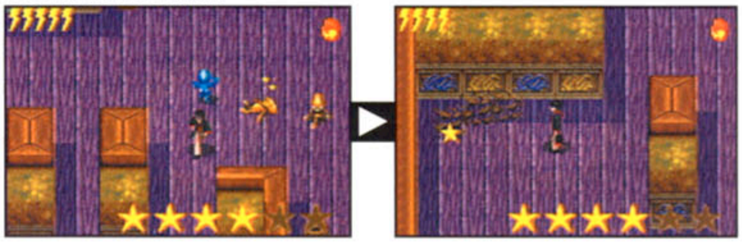
The floor switch down here opens the door at the top of the room. Gnomes patrol the area, so be careful!

DOWN THE HATCH



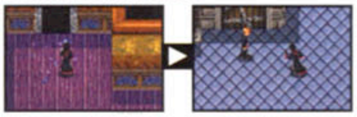
After collecting all four stars on the first floor, take the ladder down to continue your lesson.

A SHOT IN THE DARK



There is a swarm of gnomes on the lower level, so cast Lumos quickly and then switch back to Flipendo. Break open the vases to find the last two stars in the room. After you defeat the last gnome, the door in the room will open.

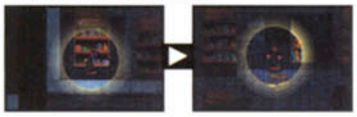
LESSON COMPLETE



On your way out of the classroom, you'll get some information about the final ingredient you need for Potions class.

BACK TO THE DUNGEON

WIGGENTREE BARK



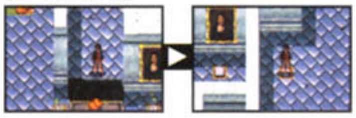
Search the shelves in the potions storeroom to find the last ingredient. Uh-oh . . . Snape's on his way, so you'd better find another way out!

POTIONS STORAGE

With all that creeping around in the middle of the night, it's a wonder Harry gets any sleep. Snape and the other instructors are patrolling the dungeon level, so you'll have to work your way to the potions storeroom stealthily. Watch the prefects' patterns and dart past when their back is turned. Use your new Lumos spell to light your way.

DUNGEON ESCAPE

SNAIL TRAIL



Destroy the snail to make three switches appear. Go to the room on the right to rotate the bridge.

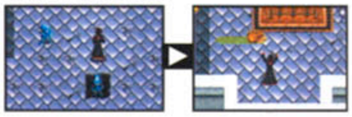
MORE SWITCHES

Circle around and step on the two switches to make another one appear up in the corridor.

LOTS OF BLOCKS

Move the block before hopping on the moving platform. Proceed cautiously on the narrow pathway.

NASTY GNOMES



The area is filled with fierce blue gnomes as well as floors that collapse beneath you. Watch your step.

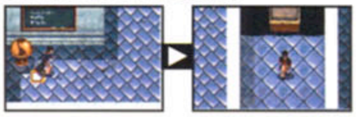
DUNGEON FROG

Another Chocolate Frog is hidden in the area. Take out the gnomes before you open the chest.

DANGEROUS DOXIES

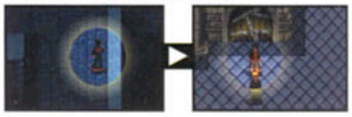
Take a few bites from a Doxie—you'll have to start all over again. Lead the pursuing insects to the hungry plant.

SWITCHES AND DOORS



Keep triggering the floor switches until you get the platform moving. Ride it across to safety.

OUT OF THE DUNGEON



Once you have the last ingredient, you can make your way out of the dungeon and into the entrance hall.

HALLWAYS OF HOGWARTS

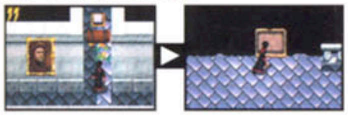
Once again, the professors would like nothing more than to deduct house points for finding you out in the halls at night. You can cast your Lumos spell without fear of being seen, but be alert for swiftly moving prefects.

FLOOR 5

PLATFORM PERIL

Climb aboard the moving platform and shoot a fireball over the railing to trigger a hidden switch, which will activate the next moving platform.

GET THEM MOVING



Roll a barrel over the switch on the right, then go up the narrow corridor and cross over the big pit by riding on the moving platforms.

THE FINAL SWITCH

Finally, after surviving the treacherous platforms, you'll find a floor switch. Cast Avifors to trigger it and cause the blocks back in the main room to begin moving. Return to the secret door behind the bookcase and carefully cross the last three moving platforms.

PROFESSOR SNAPE

CAULDRON BUBBLE

Even though Snape doesn't quite believe your story about the ingredients, he still lets you mix up the Wiggenweld potion. The special potion will automatically replenish your life bar when it runs out. You can return to the cauldron at any time to refill your potion bottle.

PROFESSOR FLITWICK

WINGARDIUM CHALLENGE

ANOTHER USEFUL SPELL

The instructor is rather unusual, but he teaches you some useful magic. After learning the spell by copying Flitwick's wand movements, go through the door on the right to begin the Wingardium Challenge. Your new spell is represented by the feather icon.

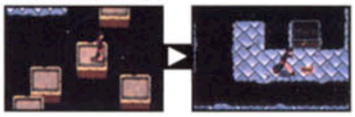
PREFECTS ON PATROL

The secret passageway to the common room is blocked off, so you'll have to find another way to get up to the seventh floor. Go straight up the stairs, dodging prefects as you go, until you reach the fifth floor.

CHOOSE THE RIGHT DOOR

On the fifth floor, it seems all the pathways are blocked. Instead of going through the locked door, walk to the right and down to enter a narrow corridor. The switch in the room shown to the left opens the bookcase, but you'll need to do some exploring before you'll be able to get through the large room behind the bookcase.

FLOATING FROG

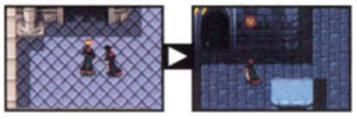


As you cross the collapsing floor of the central platform, pause long enough to open the chest and retrieve the Chocolate Frog inside.

LEARN OF YOUR PAST

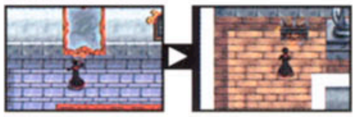
This old storeroom is an area of Hogwarts you've never seen before. Examine the old mirror to find out some clues about your past. When Dumbledore tells you about the legend of the Mirror of Erised, you know it will prove useful in the future . . .

POTIONS CLASS



The next morning, go back into the dungeon for Professor Snape's Potions class. Won't he be surprised when you show up with all the ingredients!

ANOTHER FROG



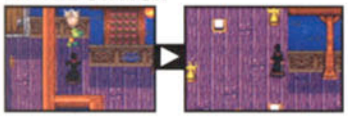
On your way to Charms class on the second floor, stop by and break through the mirror with Alohomora. You'll find a Chocolate Frog in the room behind it.

WINGARDIUM LEVIOSA: This levitation spell will allow you to move and place objects.

PICK UP HEAVY OBJECTS WITHOUT BREAKING A SWEAT

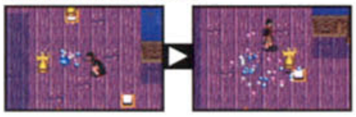
Once you cast Wingardium upon an object, such as a statue, you can move the object around with the Control Pad. Press the A or B Button to drop the statue once it's in the desired position. The spell is particularly useful for moving objects onto switches that are too far away to reach.

HIT THE SWITCH



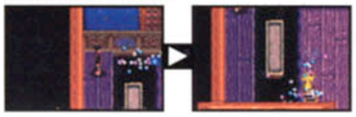
Trigger the Flipendo switch near the beginning to make several gold statues appear in the room.

FLOATING STATUES



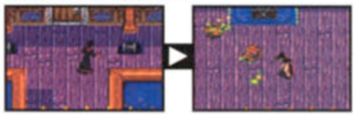
Cast your new spell and move each of the statues onto a floor switch. You'll open the door in the first room.

LONG DISTANCE



Fire the spell across the gap to move the statue onto the switch, turning the narrow bridge so you can cross.

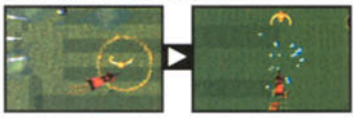
TURTLE TROUBLE



Take either stairway down and attack with your fireball. Three direct hits on each turtle will do it.

QUIDDITCH MATCH #2

SNATCH THE SNITCH



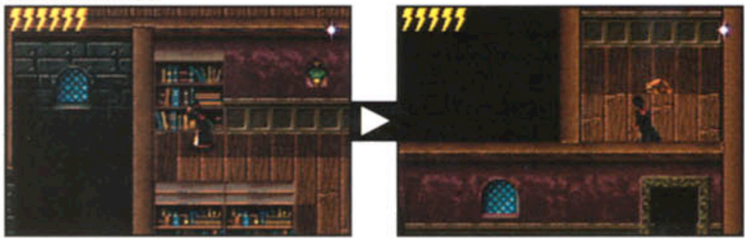
Just like before, dodge the bludgers and balls while you chase after the Golden Snitch. Time your grab and win another one for Gryffindor.

THE LIBRARY

FOLLOW HERMIONE

After you win your match, there's no time to celebrate. Hermione has a plan to find out about Nicolas Flamel. Follow her back to Hogwarts and up the stairs. The library is on the left side of the second floor.

LIBRARY FROG



Once inside the library, search the bookcase in the upper-left corner to find a secret passageway. Cast Avifors on the switch in the next room and go through the door. Use three blasts of Flipendo to defeat the turtle, then go up into the next room and collect the Chocolate Frog.

NO RESTRICTIONS

You may have to levitate the other statues out of your way to get through the open door. You've finally discovered the restricted area of the library. Remember to search through every bookcase you encounter. That Flamel book must be in there somewhere!

A WINDING PATH

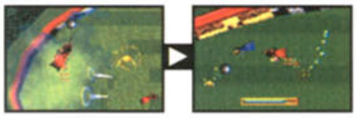
Continue moving cautiously through the narrow paths of the library, maneuvering blocks and triggering switches as necessary.

THE FLAMEL BOOK

After you find even more secret passageways hidden behind bookshelves, you'll finally come to the last area in the restricted section of the library. Search the bookcase on the left to retrieve the Nicolas Flamel book. Hermione will be pleased. To exit, go back across the narrow bridge and remove the stack of books with Avifors.

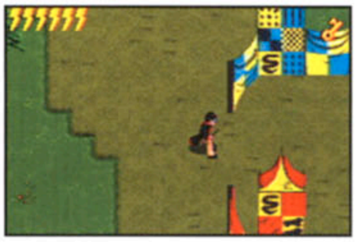
QUIDDITCH MATCH #3

MATCH AGAINST RAVENCLAW



All your Quidditch skills will be put to the test in your third match against Ravenclaw House. Grab the Snitch to be victorious.

STAR PLAYER

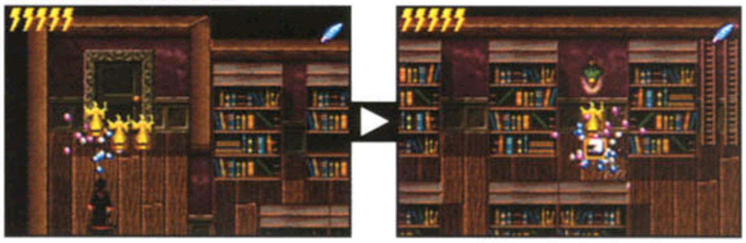


You're the Seeker for the Gryffindor House team, so you'd better hurry to the Quidditch stadium for the next match against Hufflepuff. Use the flying skills you learned from the first match, although the opposing team members will be more difficult to beat this time. Grab your Nimbus 2000 and get ready to fly!

NO LIBRARY CARD NEEDED

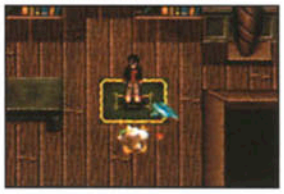
According to Hermione, the only way to find any information about the mysterious 665-year-old alchemist is to get into the Restricted Section of the library somehow. Wait for the librarian to leave, then sneak inside. Begin searching the bookcases to find the Flamel book.

LEVITATE THE STATUE



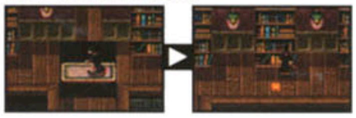
The door to the restricted area of the library is blocked by three golden statues. Using your Wingardium Leviosa spell, move one of the the statues out of the way. Float the statue through the bookcases and drop it on the floor switch near the back wall.

UNSTACK THE BOOKS



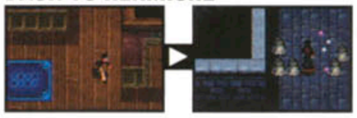
Someone forgot to put some of the volumes back on the shelves. Luckily, your Avifors spell will remove stacks of books as easily as rocks. After triggering the switch, go up and around the narrow corridor to move the Flipendo block from above.

BOOKSHELF PASTY



Your search reveals a special treasure. Just past the narrow bridge, check the bookcases along the top wall for another Pumpkin Pasty.

BACK TO HERMIONE



Circle around and down across the narrow bridge to get out of the library. Levitate the statues and exit to the third floor.

CAUGHT BY SNAPE

As luck would have it, you'll run into Snape again as you emerge. Use the secret passageway on the fourth floor to get up to the common room.

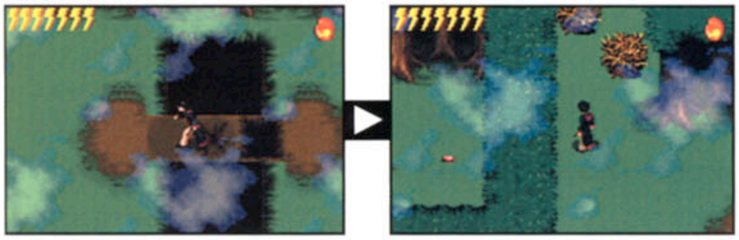
DETENTION WITH HAGRID

Snape's given you detention for your library adventures the previous night. Meet up with Hagrid at the stadium entrance after completing the Quidditch match. He doesn't seem to think Snape's such a bad fellow, although you probably don't agree. Go across the grounds to the forbidden forest, where he'll supervise your detention.

DETENTION WITH HAGRID

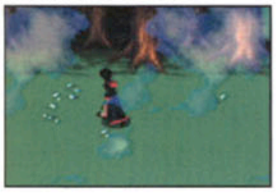
FORBIDDEN FOREST

FOGGY FOREST



The swirling fog and treacherous pathways make the forest a perilous area to navigate. Watch for collapsing bridges, ambushing gnomes and lethal Doxies as you make your way through the maze. Keep your Flipendo fireball ready.

A TRAIL OF BLOOD

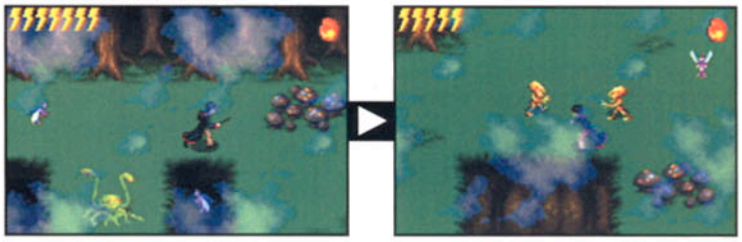


At the far-left side of the forest, you'll spot the telltale silvery droplets of the unicorn blood. If you haven't already, it's a good time to cross the moving platform above and collect a bag of beans. When you're ready, go through the trees to enter a new area.

SAVE THE UNICORN

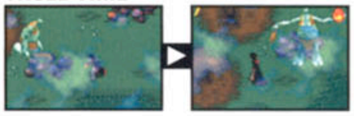
Follow Hagrid through the forbidden forest maze to the forest edge. Your detention is a tough task, all right—you'll have to follow a trail of blood in the next area to find the wounded unicorn.

SWARMS OF ENEMIES



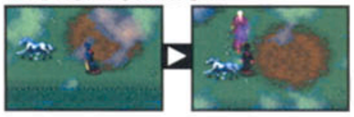
The area can be very frustrating, so proceed with care. Enter each new section cautiously, clearing out the gnomes and Doxies as you go. If you fall into a pit you'll get bounced back to the beginning, so watch your step.

TROLL TIME



Another troll will ambush you as you emerge from the trees. Avoid its lethal club and follow the silvery trail.

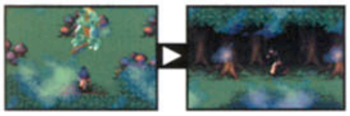
MYSTICAL CREATURE



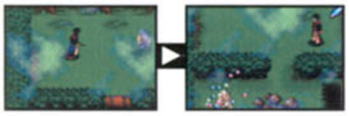
In the nick of time, you'll be whisked to safety by the centaur, Firenze, but not before you see your nemesis.

FORBIDDEN FOREST ESCAPE

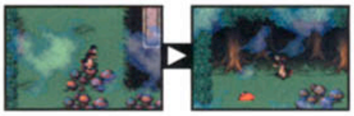
INTO THE THICK FOREST



Dodge through the mushroom patch, avoiding the rampaging troll, and down into the dense forest. Follow the hidden paths to the next area.



Be alert for gnomes, Doxies and snails as you work your way through the forest.



There are multiple paths through the thick undergrowth. Some lead to well-hidden areas.

FIND YOUR WAY OUT

It can get quite confusing in the forest, and you may find yourself circling around through the same section several times. Finally, after what seems like hours of treking through dense trees, you'll emerge back at the entrance to the forest. Continue to the right and exit to Hagrid's hut.

PUMPKIN PASTY PATCH

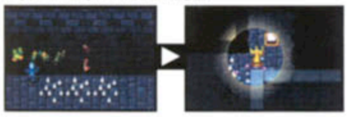
While moving through the trees, look for secret clearings. After passing the large poisonous swamp, as you're continuing down through the thick forest, press right to find a hidden pathway. Follow the path as it winds right and up, past a Venomous Tentacular and several Doxies. You'll find a Pumpkin Pasty in the small clearing.

NO TIME TO TALK

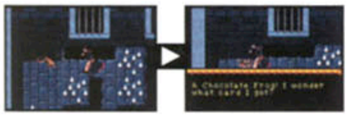
Although you weren't able to save the unicorn, Hagrid's glad you returned all in one piece. You don't have time for the gentle giant at the moment, though. After exchanging a few words, head back to Hogwarts to inform Ron and Hermione of your discovery.

THE FORBIDDEN CORRIDOR

PUZZLING EVIDENCE

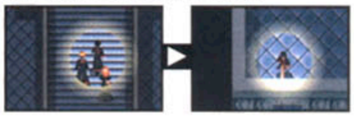


You'll need to use your entire arsenal of spells to solve the puzzles in the forbidden corridor. Light your way with Lumos, but keep your fireball ready.



Some switches may open a door for only a limited amount of time, so you have to be quick. Be especially wary of the collapsing floors.

SEARCH FOR THE STONE



It's time to track down the elusive Sorcerer's Stone, so go up to the forbidden corridor on the third floor. Watch out for Peeves and the prefects!

SOOTHE THE SAVAGE BEAST

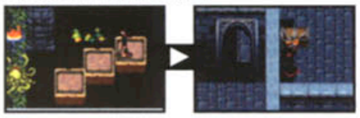
Play the flute that you got from Hagrid to put the monstrous canine to sleep. Hold the L Button and get close enough for Fluffy to hear the music. The meter at the bottom of the screen will fill up as the pooch becomes more pacified. If you get bitten, however, you'll have to refill the meter all over again.

DEVIL'S SNARE

VEGETABLE VILLAIN

After you get out of the forbidden corridor, you find that Ron and Hermione are trapped in the clutches of the Devil's Snare. You'll need their assistance to get past the upcoming area, so go through the vine-encrusted hallways and enemy-filled corridors to free them before your encounter with the evil wizard, Voldemort.

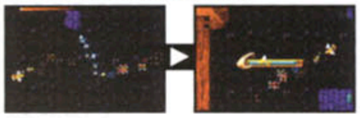
FROG IN THE ROOM



Just past the floating platforms is a room containing a Chocolate Frog. Trigger the Flipendo switch in the middle of the area to open the door.

FLYING KEY

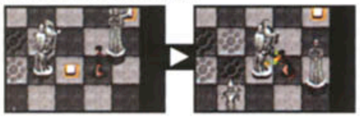
CHASE THE FLYING KEY



There are many obstacles and enemies in the cramped corridor, so you'll need all of your Quidditch skills to capture the elusive Flying Key.

CHESS GAME

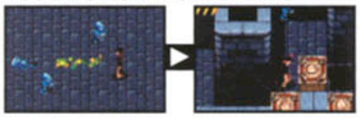
GIANT CHESSMEN



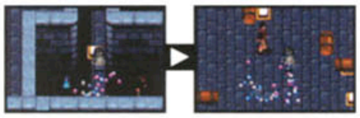
A gigantic chessboard filled with lumbering pieces awaits you in the next room. You'll have to stop each piece on a switch to open the next door.

MIX THE POTION

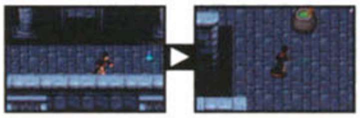
FOUR POTION INGREDIENTS



Search the rooms and passageways around the cauldron to find the four Black Fire potion ingredients. Start with the door in the upper right.

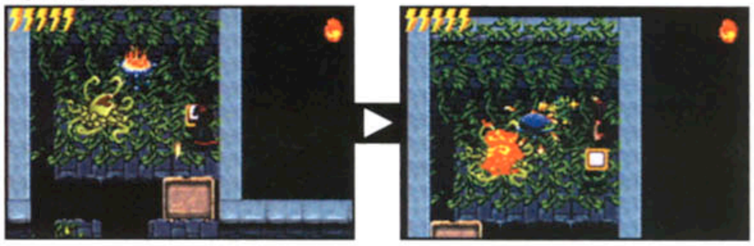


The second potion ingredient is found in the lower-right section, and the third is hidden in the upper left.



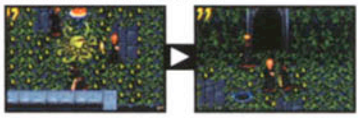
Collect all four potion bottles, then go back to the cauldron and combine the ingredients for the Black Fire potion.

BOWL OF FIRE



The trick to defeating the fireball-spouting plants is the nearby brazier. Dodge their shots and blast a Flipendo spell to overturn the firebowl and take out the plant. You'll then be able to cross in safety and trigger the floor switch.

FREE YOUR FRIENDS

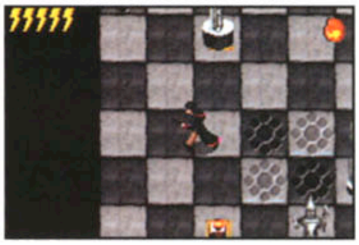


Rescue your friends from the Devil's Snare by knocking over the nearby brazier. Go through the door that opens to undertake the next challenge.

DEEPER AND DEEPER

Once you have the key in hand, unlock the door and follow Ron and Hermione into the next room. You can feel the ominous presence of Voldemort getting closer with each step you take. Will you finally come face to face with the shadowy sorcerer from so many years ago?

CHECKMATE WITH FLIPENDO



The five giant chess pieces move in set patterns around the board. One by one, freeze all five on the floor switches with a Flipendo fireball. Ron will assist you by standing on the last switch, which will open the door. Hermione will accompany you as you enter the next area. She is probably right—Professor Snape must be just ahead!

THROUGH THE BLACK FIRE

After you down the potion, Hermione will stand on the final floor switch, clearing your way for the long-awaited confrontation with Voldemort. Remember the clues you've gathered during your adventures at Hogwarts. Even though you've become a great wizard, you'll need all your skills and cunning for the final battle.

HARRY THE WIZARD

Harry had successfully solved the mystery of the Sorcerer's Stone and reclaimed his birthright. The stone had been destroyed, but Harry remained fearful that its loss would not prevent the return of Lord Voldemort. Harry, now the most famous student at Hogwarts, must return to his studies, confident in his abilities but eager to take on new challenges and adventures.

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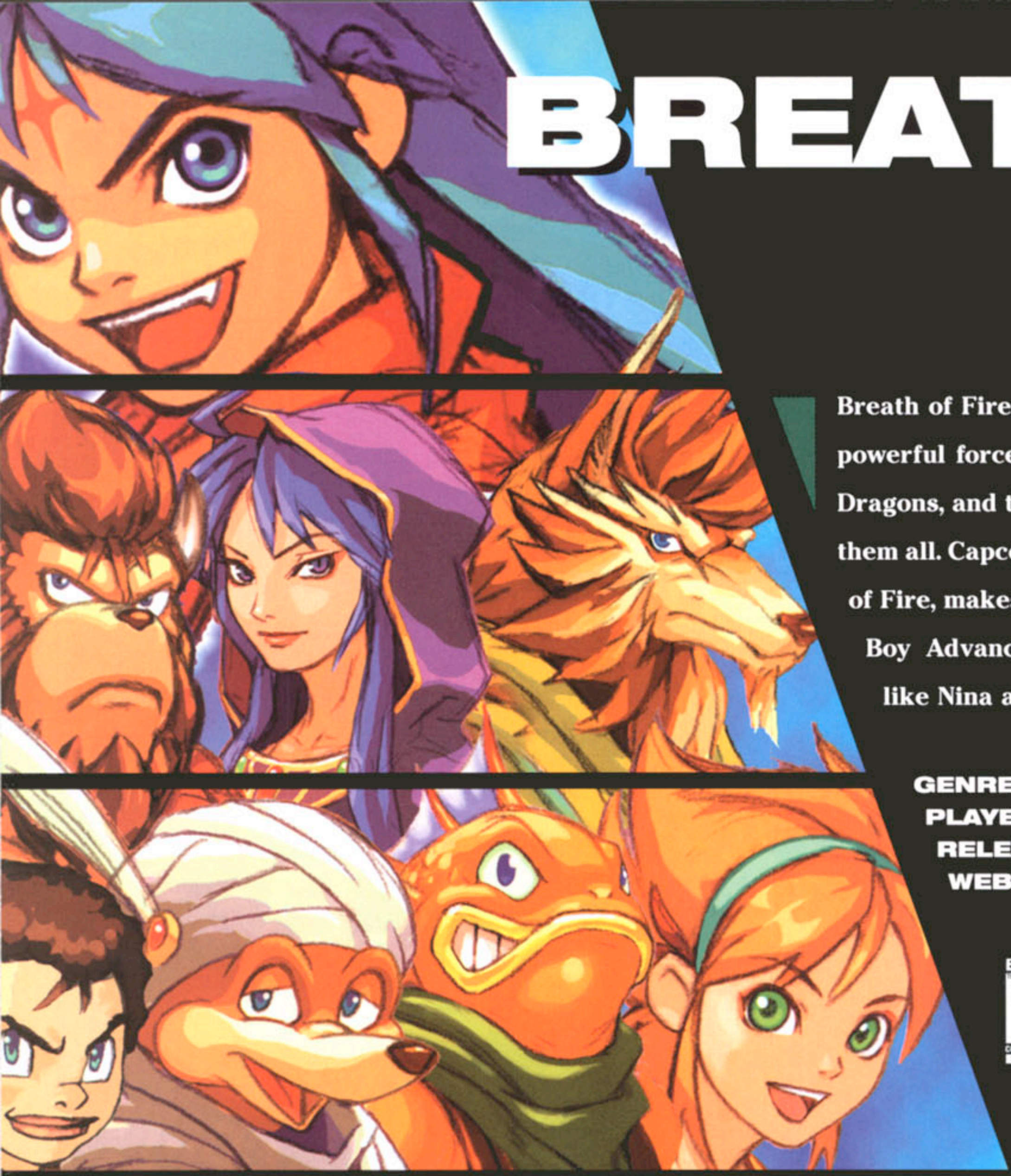

BREATH OF FIRE

Breath of Fire is the epic saga of a land torn by the powerful forces of the Light Dragons and the Dark Dragons, and the unlikely boy hero who would save them all. Capcom's classic Super NES favorite, Breath of Fire, makes a spectacular rerelease on the Game Boy Advance. Join all your favorite characters, like Nina and Bo, on this grand-scale adventure.

GENRE: *RPG*
PLAYERS: *1*
RELEASE: *DECEMBER 2001*
WEBSITE: *WWW.CAPCOM.COM*

EVERYONE E CONTENT RATED BY ESRB — **Mild Violence**

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FROM THE MIDST OF A SUFFERING LAND CAME A YOUNG HERO OF LIGHT

Spurned by the evil goddess Tyr, the Light Dragon Clan and the Dark Dragon Clan had been at war for aeons, destroying the land they once governed together. Out of the war-torn people arose a young hero and his seven companions. On a treacherous journey, they managed to capture Milia and seal her away in a dungeon locked with six keys. A fragile peace has since returned to the lands as the Light Dragons work to resolve differences with the Dark Dragons. Will the forces of Light and Dark return peace to the land, or will history repeat itself? Join Ryu and his companions as the future of the Dragon Clans unfold.

RYU (HERO) - DRAGON

Ryu bears the mark of a descendant of the Dragon Clan and is the hero of the story. He is a strong warrior who has the ability to transform into a dragon as he grows older. Ryu lost his parents when he was young and now lives with his sister. His favorite hobby is fishing.

ABILITIES: FISHING & TRANSFORMING INTO A DRAGON

Scattered throughout the world are four Dragon Shrines. Ryu must visit them in a certain order while possessing key items so that he can unlock his ability to use the Dragon Clan magic. Ryu can fish in fishing holes for the items he needs to enter the Dragon Shrines.

GOBI - JOINS IN AURIA

Gobi is a crafty merchant from the underwater trade town of Prima. He joins the party on a ship just outside Auria. Gobi is always looking for a get-rich-quick scheme and is shunned even by his own people for his incredible greediness. He possesses underwater offensive magic.

ABILITY: MOVING AROUND IN WATER

Gobi and his people all have the ability to transform into big fish and travel the vast ocean. Gobi's ability has been taken from him because of his tendency toward dishonesty, but there is a way to get it back. Gobi may also play merchant in Prima and Tunlan once his special ability is returned to him.

NINA - JOINS IN WINLAN

Nina is the headstrong princess of the Clan of the Wing and joins the party in Winlan. She possesses defensive magic that heals, cures and protects party members. As she grows older, Nina gains the inherent ability to become a giant bird and carry people on her back.

ABILITIES: DEFENSIVE MAGIC & FLYING

LEVEL 6 - CURA	LEVEL 14 - ZOM1
LEVEL 7 - HEAL	LEVEL 15 - CURA3
LEVEL 9 - CURA2	LEVEL 17 - RENEW
LEVEL 11 - HOLD	LEVEL 18 - IDLE
LEVEL 12 - AG UP	LEVEL 21 - SHIELD
LEVEL 13 - WARP	

OX - JOINS IN PRIMA

Ox is a member of a strong clan known for its weapon-crafting ability. He joins the party after you save his life in Prima. When Ox's people were attacked by the Dark Dragons, his wife and friends were taken hostage. His incredible strength is matched only by his heart.

ABILITY: SMASHING THROUGH ROCKS & WEAK WALLS

Ox has beastlike strength that enables him to smash through rocks and weak walls when he leads the party. The ability allows you to reach new treasure and areas that were previously inaccessible. Ox also possesses some defensive magic, such as heals and cures.

BO - JOINS IN DARK DRAGON FORT

Bo is a skillful woodland hunter of the Forest Clan who joins the party in the Dark Dragon Fort. Quiet at times, the nature-loving woodsman is quick with his bow. He possesses some of the best elemental-based offensive magic around.

ABILITIES: WALKING THROUGH WOODS & HUNTING

When Bo leads the group, he can walk through wooded areas with ease, which cuts down travel time and opens up new areas to explore. As group leader, Bo can also obtain helpful items and use his bow to hunt the wild animals that sometimes wander in the forest.

BLEU - JOINS IN WISDON

Bleu is a mystery, a powerful sorceress who has been asleep for countless years. No one truly knows where she originated or how old she is. Bleu's legendary offensive magic is the most powerful in all the land.

ABILITY: OFFENSIVE MAGIC

ALREADY LEARNED:			
EXIT	FLARE	FRY	LEVEL 20 - F.BALL
SPARK	COLD	FROST	LEVEL 21 - LSTORM
3.5	PARA	RUB	LEVEL 23 - FLEE
BOMB	SAP	5.5	LEVEL 24 - BLAST
FLAME	BOOM		LEVEL 25 - 9.5

KARN - JOINS IN KRYPT

Karn is a surefooted young thief who joins the party in the Krypt. His roguish skills come in handy for unlocking doors and sensing traps. Karn also also wields a mysterious ability to fuse with some of the party members. The resulting special fused attacks are very powerful.

ABILITY: FUSED-CHARACTER MOVES

SHIN
Karn, Gobi and Bo. Found in Gant.

PUKA
Karn, Gobi, Ox and Bo. Found in Bleak.

DEBO - UNDERWATER
Karn, Gobi and Ox. Found in Gust.

DOOF
Karn, Ox and Bo. Found northwest of Camlon.

MOGU - JOINS IN GRAMOR

Mogu, a shy but courageous boy of the Mole Clan, joins the party in Gramor after you save him from a nightmare. Mogu is an adept digger and can escape from battles quickly, dig up buried treasure and enter otherwise inaccessible places with his Dig ability.

ABILITY: DIGGING AT THE DRAGON EMBLEMS

Visit any of the Dragon Emblems around the world and have Mogu use his special Dig ability. You may dig up unique items, equipment and spells. Use the map on page 91 to locate the Dragon Emblems. Mogu must be wearing the DigCW to use the Dig ability in battle.

ITEMS & EQUIPMENT

COMMON ITEMS

A-Ptn	Increases agility
Acorn	Recovers AP
Antdt	Cures poison
Antler	Cures poison
Apple	Recovers HP
B-Stn	Use in battle (Bolt)
C-Stn	Use in battle (Cold)
F-Stn	Use in battle (Fire)
Herb	Recovers HP
L-Ptn	Increases luck
Life	Revive (1 HP)
Life2	Full revive
M-Drop	Recovers party HP
Mackrl	Cures poison
Meat	Recovers party HP
Melon	Recovers HP
Mrbl1	Produces one perfect hit
Mrbl3	Avoid random encounters
ProtnA	Bolsters attack power temporarily
ProtnB	One strong attack in battle
S-Ptn	Strength increase
T-Drop	Cures zombie status
Tuna	Recovers HP and status
V-Ptn	Increases vigor
W-Ant	Recovers AP
W-Ptn	Increases wisdom
WMeat	Recovers party HP

KEY ITEMS

Items listed below are required to proceed in the game. The items are unique, and you usually find them as you move through the game. In most cases, you cannot buy key items or sell them at a shop.

Bolster	A tool to enter dreams	LtKey	Turns night into day
Book	Thieving techniques	Maestro	Melody communicator
Cowl	Understand any language	Map	World map
D-Hrt	Legendary weapon	Mirror	Allows you to see spirits
DkKey	Turns day into night	Oil	Ingredient for tonic
E-Key	Use in battle (earthquake)	OldEgg	Ancient egg of the Typhoon Bug
Egg	GrimFowl egg	P-Fish	Ingredient for tonic
Fife	Reveals hidden bridges	Parts	Use to repair the Scande elevator
Fruit	Strange piece of fruit	Pass	Use to enter Scande
G-Bar	Pure gold bar	Pouch	A bag with a string attached
Gills	For traveling underwater	Ring	Symbol of strength and courage
GnPwdr	Use to blast boulders	Root	Ingredient for tonic
Goods	Found in Gant	SkyKey	One of the Goddess Keys
HrGlass	Switches night and day	Sphere	Needed for Gobi's giant fish ability
I-Ore	Trade for the saw in Tantar	Statue	Use to enter Wisdon
Icicle	Cools surrounding areas	Tablet	Use to enter Agua
Key	Use to open caves	TmKey	One of the Goddess Keys
KngKey	Use to operate the robot	Tonic	Use to cure Nina's amnesia
List	List of weapons	WtrJr	Use to restore health (one use)

GOBI'S SHOP

Gobi obtains the following items when he plays merchant in Prima and Tunlan.

AngelAR	18,000
Antd x9	80
B-Stn	12
Cure x9	2,700
Cure2	1,950
EvilRP	5,994
F-Stn	12
G-Tiara	1,200
HuntCL	2,700
LightRP	48
Mackrl	60
MackSH	12,000
MetalAR	5,400
ProtnB	180
Rod2	1,200
Sleeper	2,400
Smoke	60
SteelBW	2,400
Tuna	1,200

WEAPONS

Name	DP	Whose	Name	DP	Whose
B-Rang	60	Ryu	LoyalRP	64	Nina
BroadSD	34	Ryu	MoonBW	66	Bo
BronzeBW	14	Bo	MystCW	120	Mogu
Bronze Rp	7	Nina	OldSP	42	Gobi
Cane	8	Bleu	Pike	24	Gobi
Club	30	Ox	PoisonBW	42	Bo
Dagger	32	Karn	PoisonRP	20	Nina
Dart	46	Karn	Pole	12	Gobi
DigCW	42	Mogu	PowerDR	66	Karn
Dirk	5	Ryu	PowerSD	62	Ryu
DragonSD	110	Ryu	RageHR	75	Ox
EvilRP	55	Nina	Rang	18	Ryu
EvilSD	20	Ryu	Rapier	10	Ryu
FlameDR	74	Karn	RustCW	60	Mogu
FlameHR	120	Ox	Sabre	8	Ryu
FlameSD	122	Ryu	Scythe	20	Ryu
GiantHR	60	Ox	SharpBW	54	Bo
HeroBW	220	Bo	ShortBW	20	Bo
HeroSP	56	Gobi	ShortRP	5	Nina
IcyCN	30	Bleu	Sickle	50	Ryu
IcyCW	88	Mogu	Sleeper	100	Gobi
IronCW	74	Mogu	SpineHR	120	Ox
IronHR	45	Ox	SteelBW	35	Bo
JadeBW	80	Bo	Stick	5	Bleu
Javelin	34	Gobi	ThrowDR	20	Karn
LightRP	10	Nina	Tri-BW	96	Bo
LongBW	28	Bo	Tri-DR	54	Karn
LongSD	26	Ryu	Trident	74	Gobi

ARMOR

Name	AP	Whose	Name	AP	Whose
AgileAR	92	Nina, Bleu	Glove	20	Bo
AgileHT	42	Everyone	GoldHT	14	Everyone
AngelAR	76	Nina, Bleu	Gown	18	Nina, Bleu
ArmPad	8	Ryu, Bo, Gobi	IronMask	30	Ox
Bandage	5	Everyone	MaskSH	65	Everyone
Bandana	5	Everyone	MetalAR	39	Ryu, Bo, Ox, Mogu, Karn, Gobi
Bracelet	12	Nina, Bleu	MystSH	48	Ryu, Bo, Ox, Mogu
BronzeAR	25	Ryu, Bo, Ox, Gobi, Karn, Bleu	PlateAR	24	Ryu, Bo, Ox, Mogu, Karn, Gobi
BronzeHT	10	Ryu, Bo, Ox, Gobi, Karn, Mogu	PowerHT	44	Gobi, Karn
BronzeSH	8	Ryu, Bo, Ox, Gobi, Karn, Mogu	QuartzAR	50	Everyone
ChainHT	25	Everyone	RangerVT	40	Ryu, Bo, Gobi
ChainML	20	Ryu, Bo, Ox	StarSH	70	Ryu, Bo, Ox, Mogu, Karn, Gobi
ClearCL	100	Nina, Bleu	StoneHT	48	Mogu
Cloth	1	Everyone	SuedeAR	14	Ryu, Bo, Ox, Mogu, Karn, Gobi
CursedHT	62	Everyone	SuedeCP	5	Ryu, Bleu
DivingHT	32	Gobi	SuedeSH	2	Everyone
Domino	42	Nina, Bleu	SunHT	12	Ryu, Bo, Ox, Mogu, Karn, Gobi
DragonAR	110	Ryu	Tiara	10	Nina, Bleu
DragonHT	80	Ryu	TrapGrd	40	Karn
DragonSH	128	Ryu	Turban	11	Everyone
Dress	8	Nina, Bleu	Visor	6	Ryu, Bo, Ox, Mogu, Karn, Gobi
EvilRP	90	Nina, Bleu	WolfHT	12	Bo
FaceMask	35	Ryu, Karn, Mogu	WolfSkin	80	Bo
FlameAR	82	Ryu, Mogu	WoodSH	5	Ryu, Bo, Karn
FlameSH	38	Ryu, Ox, Mogu	WoolRB	25	Nina, Bleu
G-Tiara	2	Nina, Bleu	WorldAR	80	Ox, Mogu
GaiaMask	36	Ryu, Ox, Mogu	WorldML	75	Ryu, Bo, Ox, Mogu
Gauntlet	8	Everyone	Wrist	10	Everyone

DRAGON SHRINES

By passing a Dragon Clan test at each Dragon Shrine, Ryu can earn new Dragon forms.

1. South of Tuntar: Talon - Snow, Flame, Thunder
2. Southwest of Gant: Bain - Ice, Fire, Bolt, Gold
3. Northwest of Gust: Avian - Rudra
4. Underwater: None - Agni

DRAGON EMBLEM

Once Mogu has joined your party, you can visit any of the Dragon Emblems around the world to dig up useful items.

1. Northeast of Camlon - Doof Spell
2. Northeast of Tantar - L-Ptn, A-Ptn, V-Ptn, Clog
3. Island North of Winlan - S-Ptn, V-Ptn, Sash
4. South of Spring - HeroBW
5. South of Scande - LoveHT, StarSH, AgileHT, Life 2, MystCW, S.Ptn, A.Ptn, L.Ptn

FISHING WELLS

After visiting Auria and buying a rod and some worms, Ryu can fish at fishing wells for the Dragon Equipment.

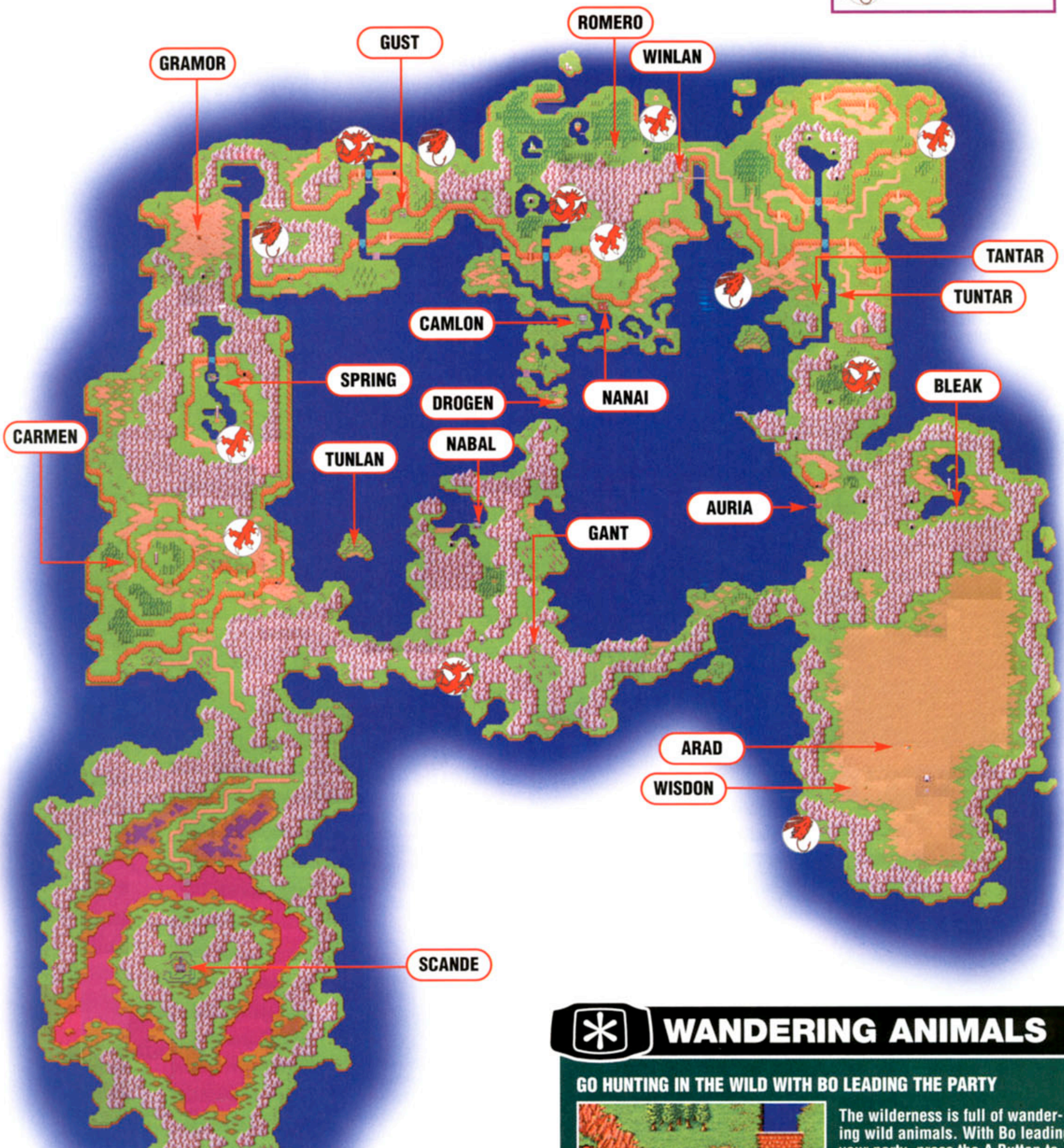
1. West of Romero - Dragon SD
2. Northwest of Tantar - Slab
3. Pond in Spring - DragonAR
4. West of Gust - DragonSH
5. Southwest of Arad - DragonHT

WORLD MAP

The world where Ryu and his companions will find friendship, adventure and peril is vast. From the treacherous desert of the southeast to the rolling hills of the north, the empire of the Dragon Clan is full of mystery and magic. Each town, Dragon Shrine, Dragon Emblem and fishing well is marked on the map .

MAP KEY

- DRAGON SHRINES
- DRAGON EMBLEMS
- FISHING WELLS



WANDERING ANIMALS

GO HUNTING IN THE WILD WITH BO LEADING THE PARTY

The wilderness is full of wandering wild animals. With Bo leading your party, press the A Button to use his bow to hunt an animal. If you capture an animal successfully, an item will drop on the ground for you to pick up. It's a great way to find replenishing items that you cannot buy.

THE AWAKENING

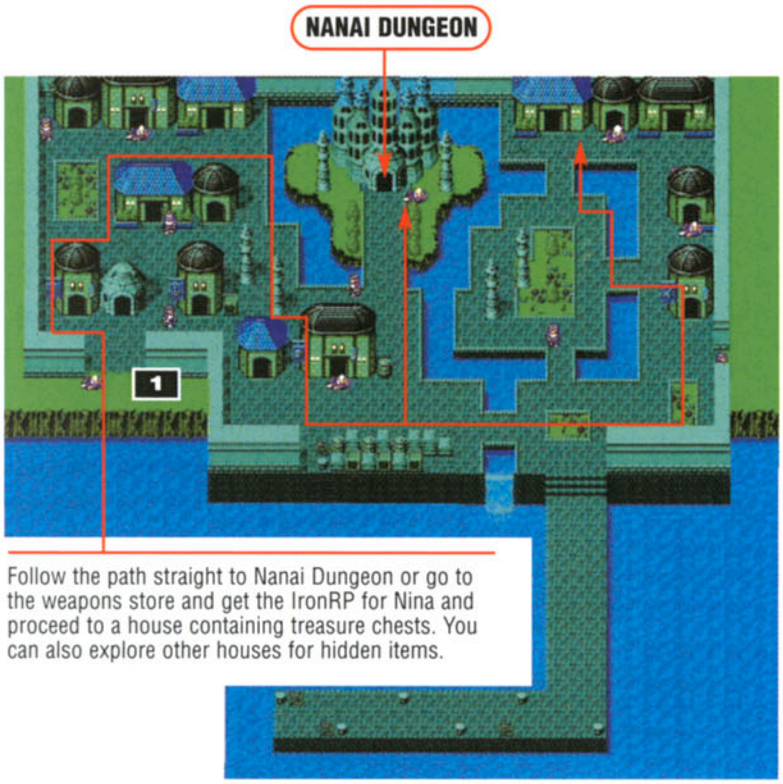
After the fiery confrontation between Sara and the Dark Dragon minion Zog, Ryu awakens from a long sleep to find Drogen in ruins. A dark evil has crept into the nearby town of Camlon, and the Dark Dragon Clan has seized Nanai. Who could be behind it all? Thus begins the journey of one young boy as he attempts to rid his land of darkness and chaos.

CAMLON CASTLE

After awakening from the sleep spell Sara placed on Drogen, travel north-east to the nearby town of Camlon. The king needs Ryu to rid the castle of some vile beasts. Work your way through the castle to cleanse the evil.

DEFEAT FROG

A large, bad-tempered frog has decided to make Camlon Castle its home. Use Ryu's strong physical attacks to defeat Frog and finally free the castle of its monster infestation. Bring some herbs along just in case.

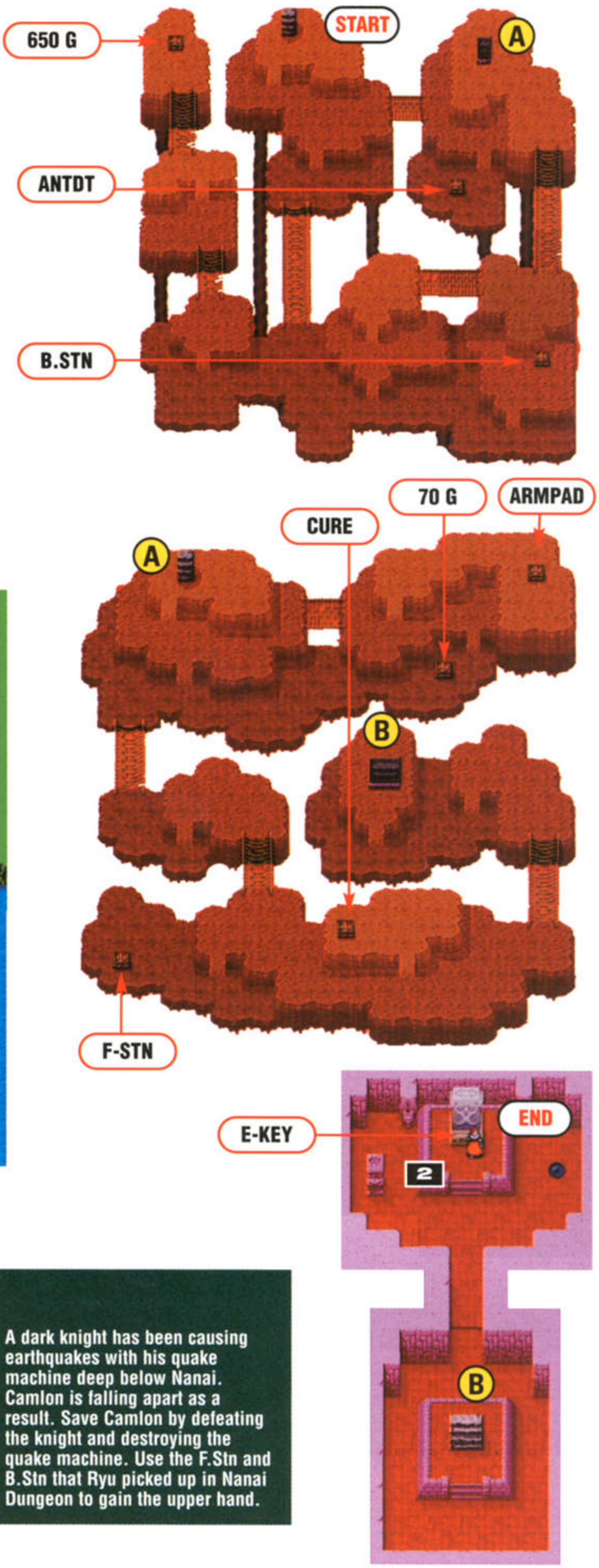


Follow the path straight to Nanai Dungeon or go to the weapons store and get the IronRP for Nina and proceed to a house containing treasure chests. You can also explore other houses for hidden items.

1 NANAI AT NIGHT

Nanai is guarded heavily during the day, so sneak in when night falls and creep past the sleeping guards. Ryu will be kicked out if one of the guards who is awake notices him, so be on your toes!

NANAI DUNGEON



2 FIGHT WITH THE KNIGHT

A dark knight has been causing earthquakes with his quake machine deep below Nanai. Camlon is falling apart as a result. Save Camlon by defeating the knight and destroying the quake machine. Use the F.Stn and B.Stn that Ryu picked up in Nanai Dungeon to gain the upper hand.

A REMEDY FIT FOR A KING

The king of Winlan, who rules the peaceful Clan of the Wing, has fallen ill mysteriously. The action switches from Ryu to Nina when the adventurous princess decides she will find a remedy for her father. Set out for Karma through Aura Cave, west of Winlan, as Nina heads off with two of her father's loyal soldiers by her side. When Zog, the evil wizard, captures Nina, it's shining hero Ryu to the rescue.

THE IRON ORE IN AURA CAVE

As Nina embarks upon a quest to retrieve a remedy for her father, she must pass through Aura Cave on her way to Karma. You will find useful items in the cave—including the I.Ore, which you'll need for a quest in the future. It can be found up the entrance stairs, to the right.

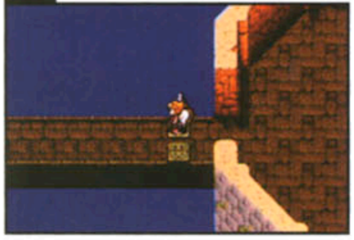
3 CLEAN WATER

After visiting Karma, travel through the forest to the west to enter a tower. As with many dungeons, there are fountains of clean water located on the first floor of the tower. Drink from the cleansing springs to restore your life and cure any status abnormalities.

4 | 5 MORTE AND MORTEA

The two meddlesome specter brothers, Morte and Mortea, rule the tower west of Karma. They guard areas of the tower that you need to get to, but they won't let you past without a fight. Morte is located on the first floor and Mortea on the third floor. Use physical attacks on the specters and have Nina cure the party.

6 ACTIVATE THE DRAW BRIDGE

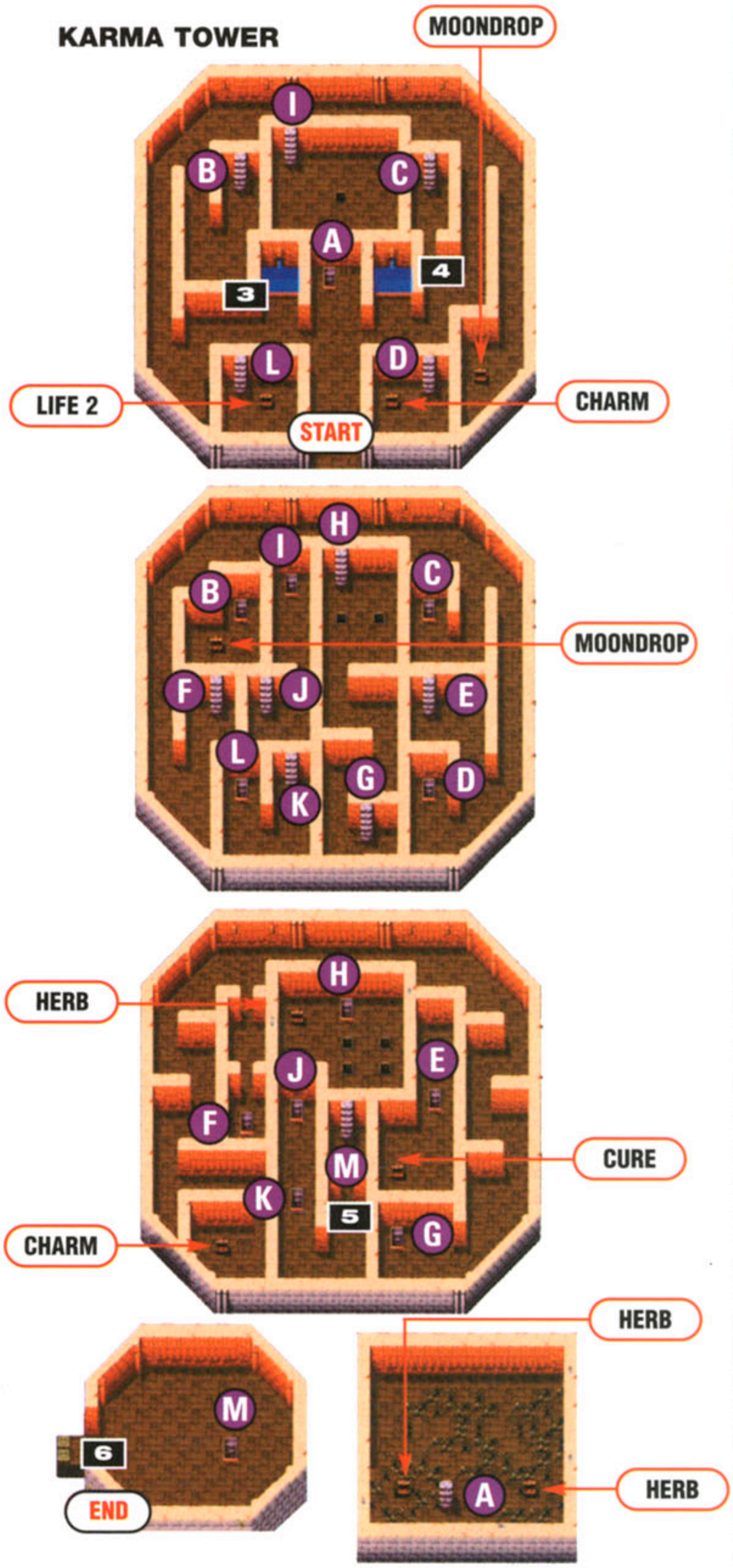


After defeating Morte and Mortea, proceed upward and step on the floor tiles to create a bridge. Cross the bridge to enter the evil wizard's tower. Once across the bridge, step on the left floor switch to get the girl to move away from the stairs. Continue on to confront the wizard in his chamber.

DEFEAT THE WIZARD

Nina and her soldiers become too weak to fight the wizard after he releases poisonous Xeon Gas into the air. Return to the tower as Ryu and battle the wizard to save Princess Nina and Winlan. Pick up the foil to the left of the wizard and use any stones you have in the battle.

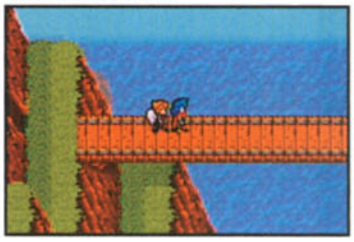
KARMA TOWER



REMEDY FOR A KING

Receive the remedy from the evil wizard to save the king of Winlan.

WINLAN BRIDGE



After the king is cured, he will reward Ryu with access to the bridge.

SEARCH FOR THE RING

The sister villages of Tantar and Tuntar are experiencing a terrible drought thanks to a rock that the Dark Dragons placed in their river. The Dark Dragons demand Tantar's treasure, a magical ring, to end the drought. It's up to Ryu to investigate.

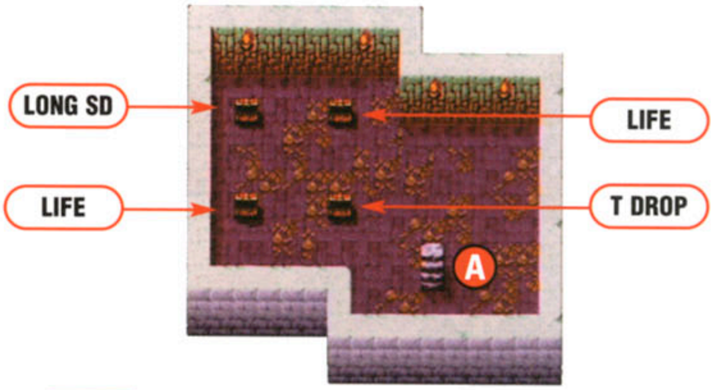
GET THE SAW

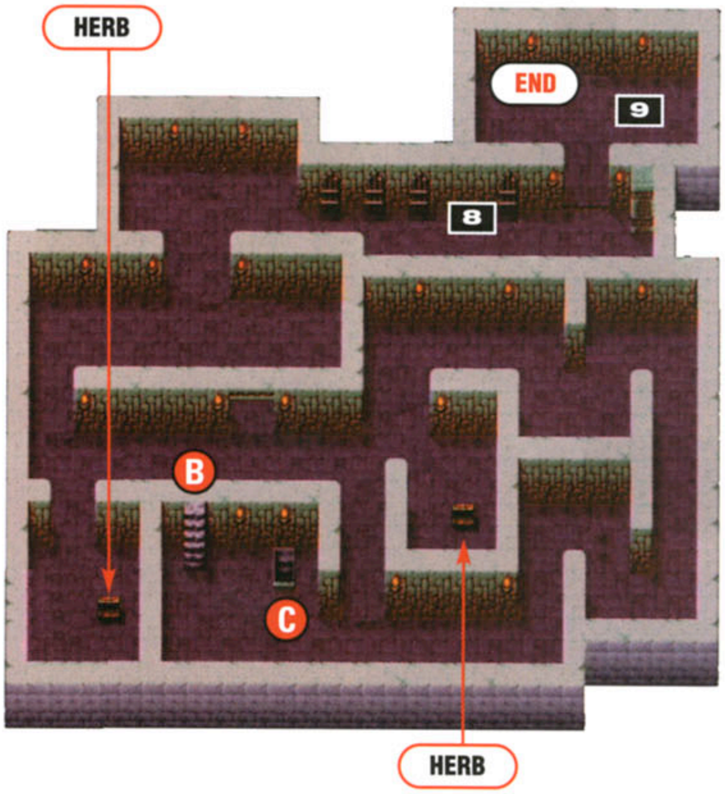
To get to Lament Woods, trade the I.Ore you found in Aura Cave to the blacksmith in Tantar for a saw. It is the only way to enter the forest.

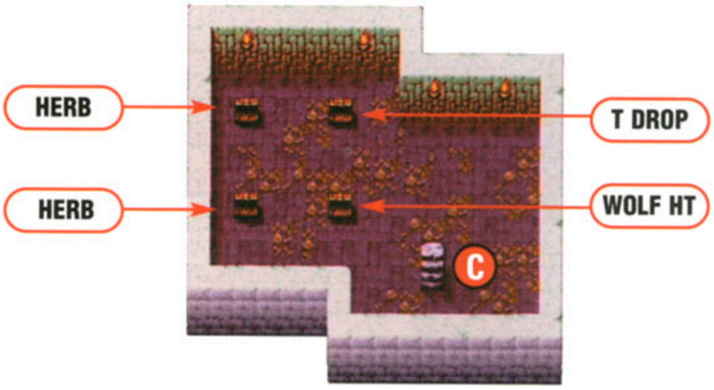
LAMENT WOODS

The spooky woods to the west of Tantar contain many monsters that use poison. To be safe, stock up on antidotes before entering.

DARK DRAGON FORT







7 FIGHT THE GUARDS

A pair of guards called Bowman and Lancer will stand in your way when you enter the Dark Dragon Fort. Battle them to enter. The two guards appear at several other places in the fort. Physical attacks defeat them quickly.

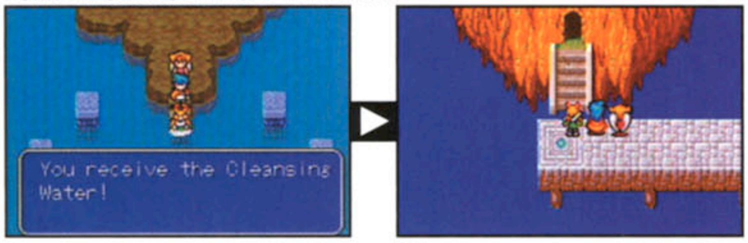
8 POG

An imposter Tuntar chief will ask if you want to take the enemies' weapons before you leave. It's a trick: If you answer "yes," you will have to fight the nasty Pog. Use Ryu to attack and Nina to heal and cast Assist spells.

9 THE IMPOSTER CHIEF

The imposter Tuntar chief is actually a Dark Dragon general. Bo, a skilled woodsman from Tantar, appears in the nick of time to assist Ryu and Nina in felling the enemy. Use Ryu's Physical attack, Bo's Fry spell and Nina's Cure 2 spell to beat him.

PURIFY ROMERO AND GET THE TABLET



On your way to Agua, stop off in Romero. Talk to everyone in town during the day, then speak to the old woman in the graveyard at night to get the WtrJr. Walk southwest to Ease Cave and fill the WtrJr with Cleansing Water. Return to Romero and purify the ground to receive the tablet needed to enter Agua.

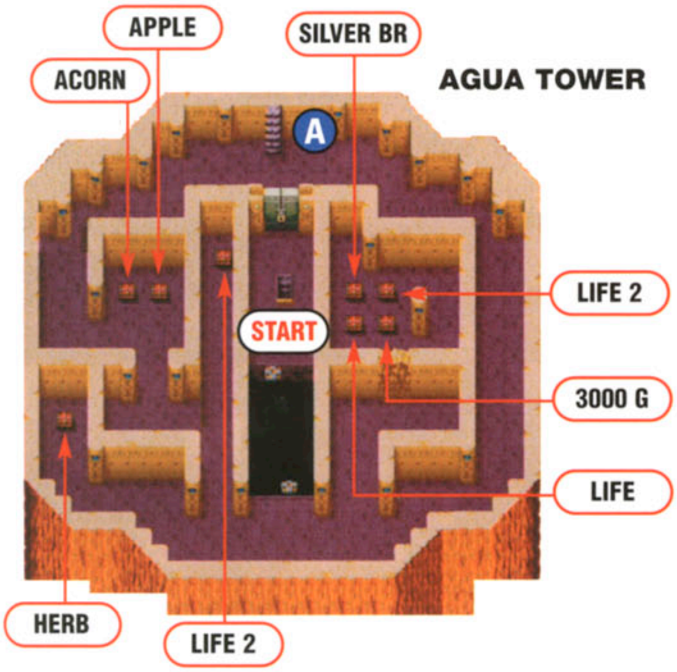
10 KING KEY

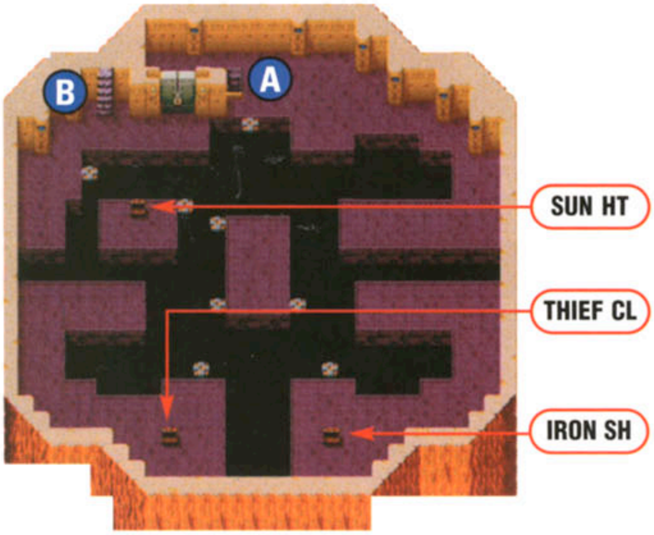
To obtain the KngKey, Ryu and his party will have to prove their worth to Wisp. Use Nina to cast Atk-Up on Ryu and Bo, then hit Wisp with strong physical blows. Have Nina keep the party alive with Cure.

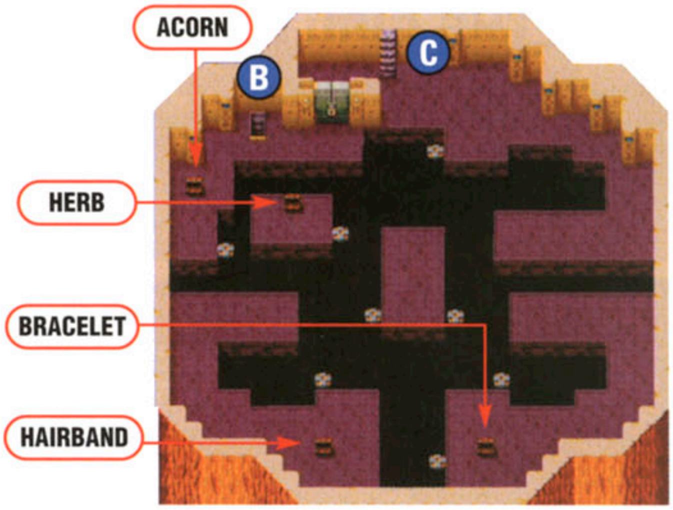
STONE ROBOT

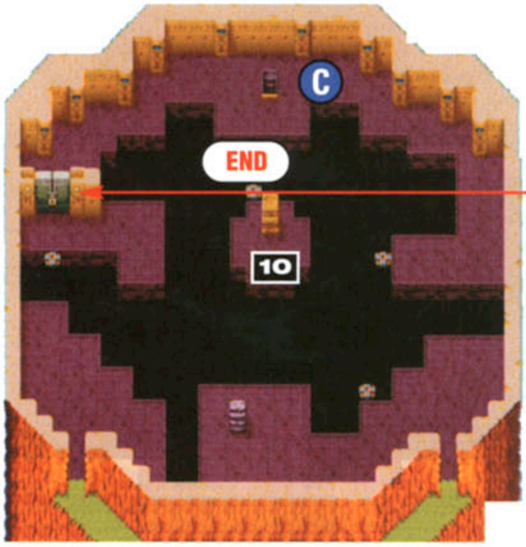
After getting the KngKey, return to the stone graveyard north of Tantar. Enter the Stone Robot and battle the captain for control. Nina will direct the golem to break the rock blocking the river, which will end the drought.

AGUA TOWER









Entry through the locked doors in Agua Tower requires a skilled thief. When Karn joins the party, you can bring him to the tower and unlock the door to enter another level and retrieve the rare LavaSH.

RING IN LAKE CAVE

Once the river is flowing freely again, return to Tantar and speak to the chief to get the key. Travel north to the riverside cave and work your way through to find the ring. The item raises Ryu's attack power by 10.

TANTAR WEDDING

After retrieving the ring from the riverside cave, go back to Tantar. The wedding between Terry and Amelia will begin. Return to the robot to cross the river, and find the general in control again.

THE IMPOSTER GENERAL

The Dark Dragon general is really an evil gremlin. Fight him to free the robot. After the gremlin gets mad, be sure to have Nina concentrate on keeping the party alive. After you defeat the gremlin, the robot will jump into a volcano and the cooled lava will create a new road across the river.

FREE THE GIRL IN THE SAFE

With their past successes behind them, fate leads Ryu, Nina and Bo to the golden city of Auria. Catching a quick boat ride to the next town won't be as easy as they had hoped—the boat owner's daughter has locked herself in the family safe. You'll be able to use the boat once you free her, but first free yourself from the jail. The guards have mistaken the party as thieves.

GET THE GOLD: You need 65,000G to purchase the needed G.Bar. Take part in the events in and around Auria.

Buy a vitamin and give it to the hiccuping man on the second floor of the inn to receive 5,000G.

Get the G-Tiara in Ross's house and sell it at the item shop for 13,000G.

Go to the second floor of the upper-right house. Place Nina in front of the party and speak to the old man with a sore back to receive 20,000G.

Buy a pouch at the item shop then travel to the town of Bleak. Stay at the inn and receive 5,000G from the innkeeper for keeping his secret.

Speak with the woman in the upper-left house in Auria about her missing son. Go north through Cape Cave to the forest clearing and talk to the fairies, then go right to a ring of flowers and speak to the boy walking in circles. Return to Auria and speak to the boy's mother again, then speak to the fairies, then the boy once more to free him from the fairy spell. Talk to the boy's mother again to receive 20,000G.

The son of a wealthy woman in Auria decided he'd make some extra cash by cutting down some trees north of Cape Cave and selling the wood to the Dark Dragons. Unfortunately, the fairies who guard those trees don't take too kindly to humans hurting the ancient forest.

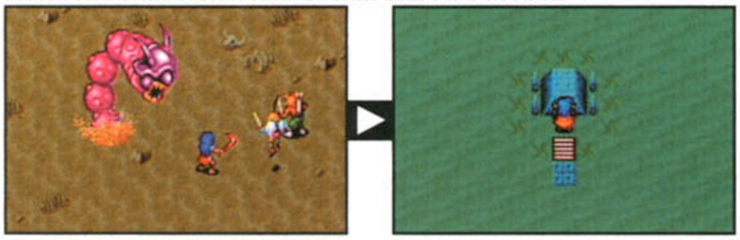
GET OUT OF JAIL FREE

The guards in Auria are a bit jumpy and mistake the party for thieves as soon as you step foot in the city. No worries, though—the odd sleeping man in the jail will free you every time if you speak to him.

TRADE A G.BAR FOR AN ICICLE

Once you gather up the 65,000G needed to purchase the G.Bar in Auria, travel through L & D Cave to the dark thief-town of Bleak. Walk to the topmost house and trade the G.Bar to the old man for the icicle.

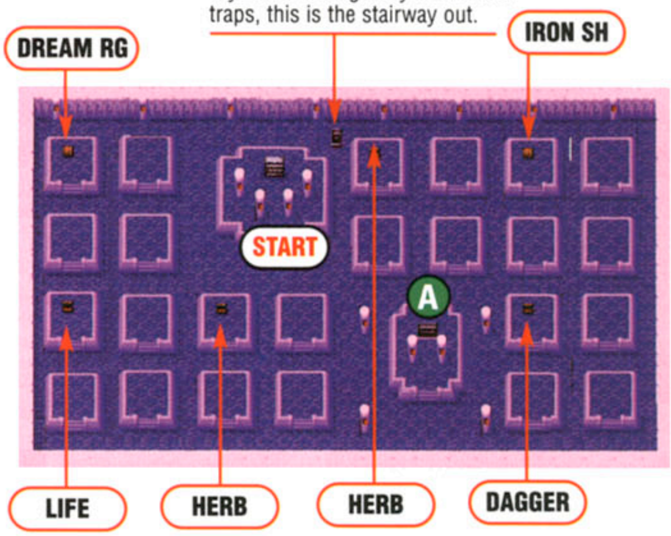
FIGHT THE SANDWORM AND OBTAIN THE FIFE IN ARAD

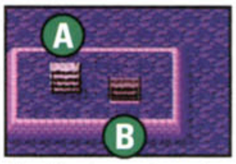


The people of Arad are a simple desert-dwelling people who own the fabled Fife as their treasure. Using the Fife, a magical item said to be able to reveal hidden bridges, is the only possible way into the Krypt, where you must find the thief Karn. Battle the sandworm to aid the people of Arad. The Fife will be yours.

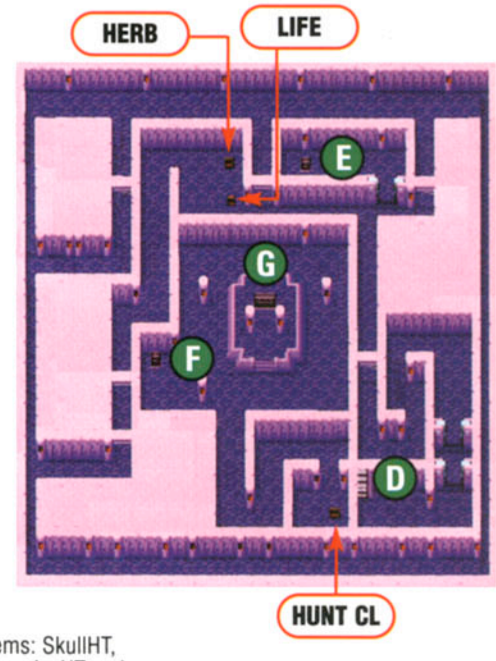
KRYPT

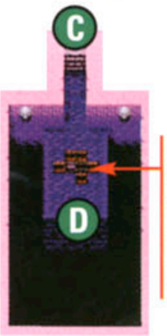
Staircase A leads to a huge room. If you fall through any of the floor traps, this is the stairway out.



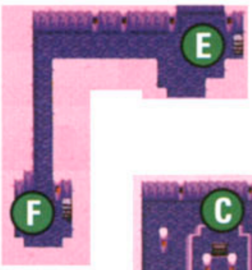


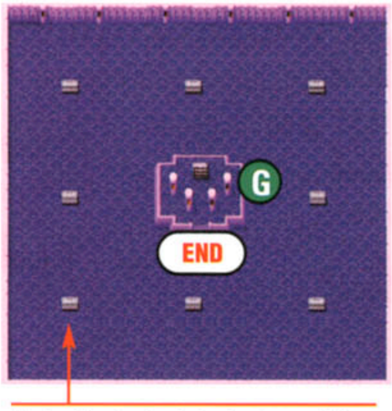
The Krypt contains a few rooms that you can't get to directly but are connected to another room via a hallway or a set of stairs. For example, if you walk down staircase A on the main map, you'll arrive in this room—where you can take staircase B back to B on the main map.





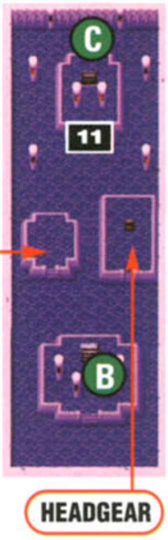
Items: SkullHT, Cure, IcyHT and Antdt. When the blue chest is opened, the room will flood. Karn will rescue you.





Each of the tombs is booby-trapped. Have Karn lead the party so he can deactivate them. The last tomb will have the Book of Thieves, which Karn has been seeking.

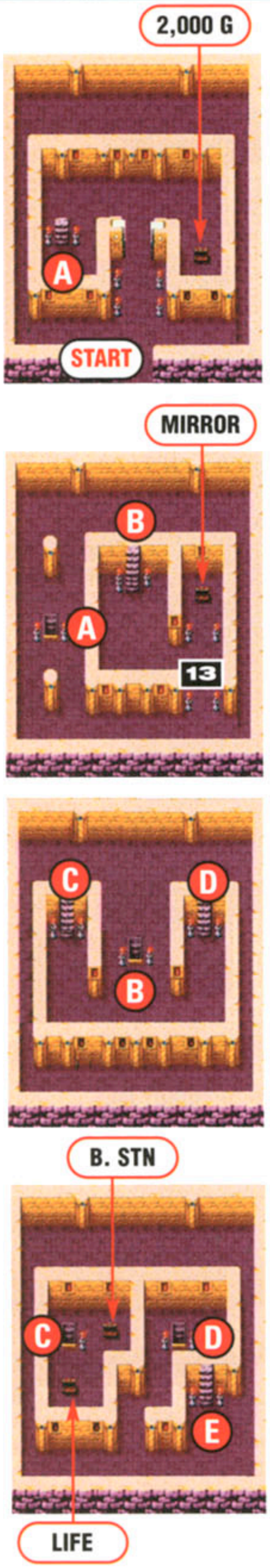
Come back with Ox for the B.Rang.

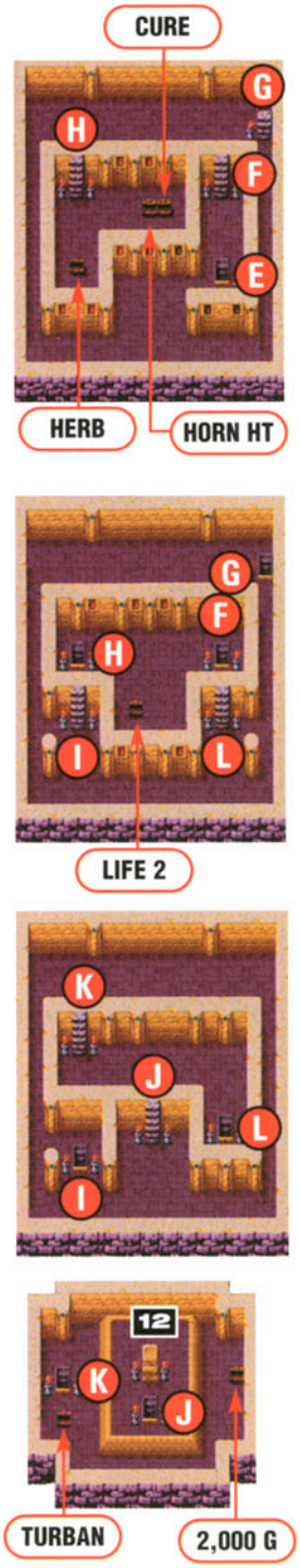


11 FIGHT EYESPY

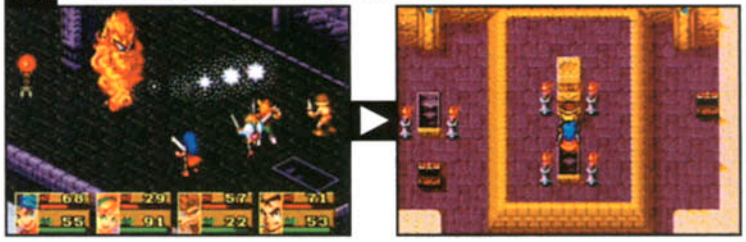
The creepy sentry of the Krypt, Eyespy, will not let you pass to disturb the resting place of the ghosts. Battle Eyespy to pass and find the Book of Thieves for Karn. Have Ryu turn into his Thunder Dragon form, have Bo cast Fry and have Nina heal the party for a quick victory.

L & D TOWER



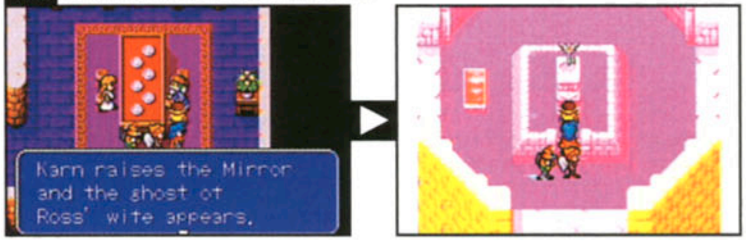


12 FIGHT CLOUD FOR THE THE DARK KEY



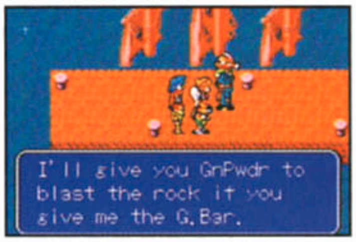
The DkKey is guarded by a powerful fire spirit named Cloud. To obtain the DkKey, you must battle Cloud and prove that you are the legendary warrior destined to hold the key. Battle Cloud by having Ryu transform into Thunder Dragon, Bo cast Frost and Nina cure the party while Karn strikes from the back.

13 PAST REFLECTIONS IN AURIA



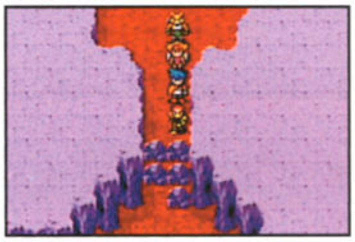
Return to Ross's house in Auria with Karn leading the party. Free the girl locked in the safe then go back upstairs and speak with Ross while in possession of the mirror. After the apparition of Ross's wife appears and speaks to him, go back down to the safe and enter the tower where the LtKey is being kept.

TRADE WITH GOBI



You'll need to remove the rocks blocking the path through Cape Cave. After defeating the knight, the crafty merchant, Gobi, will trade you the GnPwder for a G-Bar.

BLAST AWAY THE ROCKS



Enter Cape Cave, north of Auria, and use the GnPwder to destroy the rocks blocking the path. Go through the cave to free the ship on the other side from the Dark Dragons.

BATTLE OCTO

Squid's brother, Octo, is also a part of the infamous Dark Dragons and wants revenge for his brother's defeat. The eight-legged fiend is going down, just like his sibling. Have Ryu turn into Thunder Dragon, Bo cast Fry, Nina cure the party and Karn attack from the back to win.

SINK THE SHIP

After Octo is defeated, he'll manage to ignite the explosives on board the ship. Ryu and company will hurtle themselves off the boat just as it explodes, taking the Dark Dragon ships down with it.

STRANDED ON AN ISLAND

Miraculously, Ryu, Nina, Bo, Karn and Gobi are all washed ashore a small deserted island—a bit waterlogged, but safe. The greedy Gobi will help the party (for a price, of course).

UNVEIL THE SECRET WEAPON

The Dark Dragons are still moving full-speed ahead with their devious plans, but Ryu and his new friends are hot on their tail. With the little setback of a shipwreck, two new friends, Gobi and Ox, join the quest to overthrow the evil empire. Prima and Gant are the next two destinations, and the Dark Dragons are rumored to be in the midst of creating a mysterious new weapon.

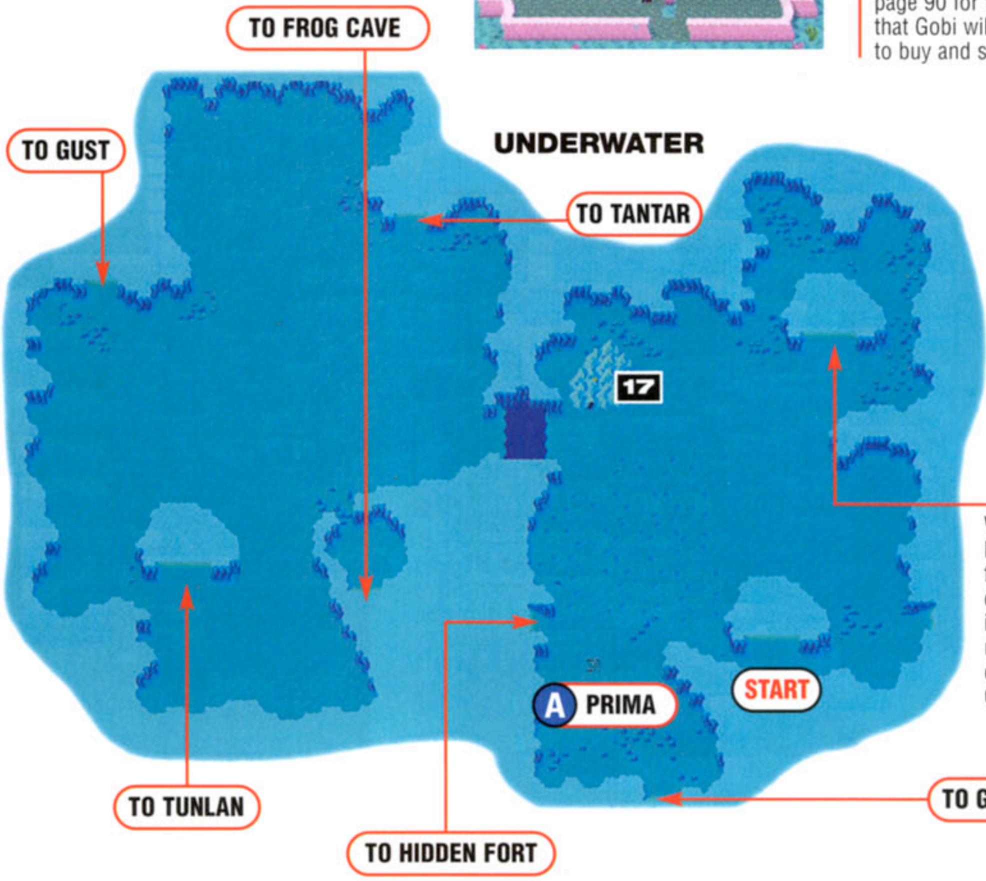
The underwater town of Prima is a bustling trade spot, full of unique shops. Stock up on items and upgrade equipment while you can. Gobi may also play merchant in this shop later on. Check out page 90 for the items that Gobi will be able to buy and sell.

GET THE GOODS IN GANT

Prima is fresh out of gills and unable to trade with the absence of goods from Gant. Before he'll be able to pick up some gills for the party, Gobi has to pick up the goods in Gant.

TRADE THE GOODS FOR GILLS

The young warriors who used to run from Gant to Prima have been attacked, so it's up to Gobi. Return to Prima with the goods and trade them to the guild owner for the gills.



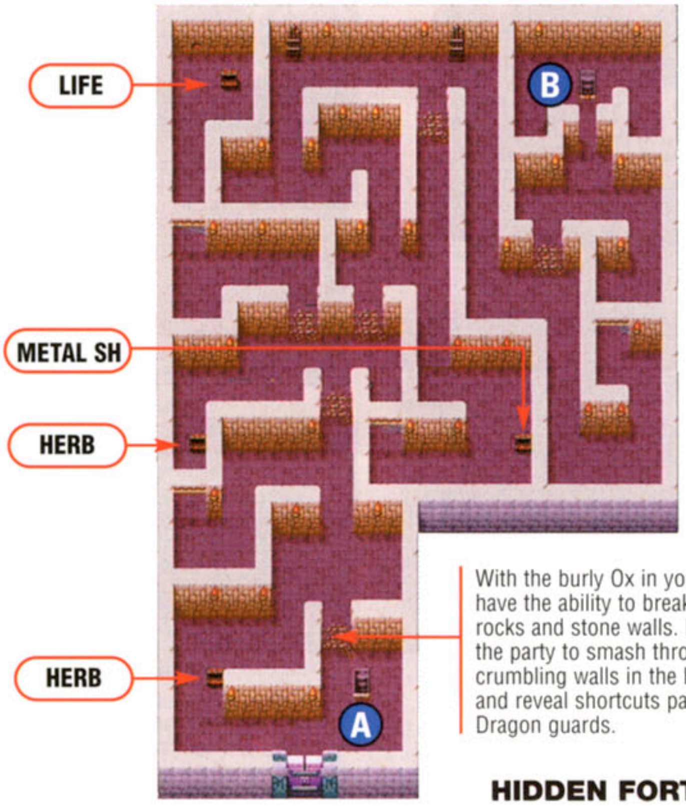
Walk onto the beach to find the female weapon collector on the island. Find the male weapon collector via the Gant entrance.

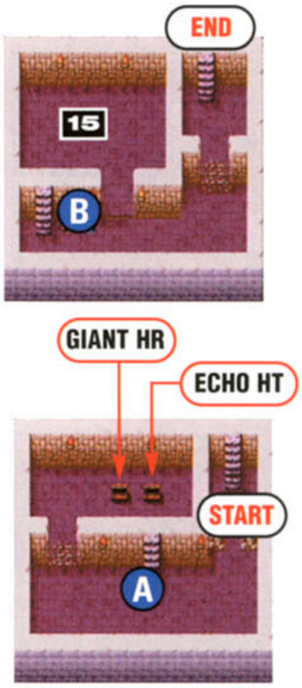
SAVE OX'S LIFE

The Dark Dragons have attacked a lone ship from Gant, and Ox, the survivor, is barely hanging onto life. Save Ox from the clutches of the netherworld by defeating Mortea.

15 FREE OX'S FRIENDS

The Hidden Fort is guarded well by the Dark Dragons. Work your way through the fort by defeating the guards on the way to the prison cell holding Ox's friends. Defeat Toad to free Ox's friends from the clutches of evil.





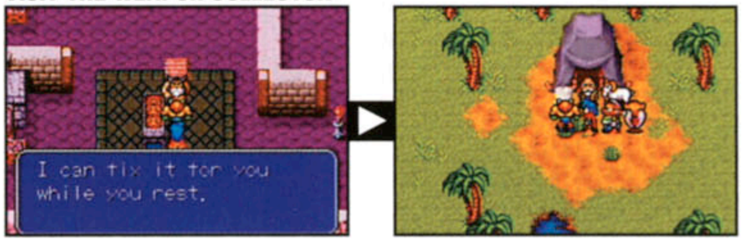
With the burly Ox in your party, you have the ability to break through rocks and stone walls. Let Ox lead the party to smash through the crumbling walls in the Hidden Fort and reveal shortcuts past the Dark Dragon guards.

HIDDEN FORT

B.RANG IN THE KRYPT

With Ox's ability to smash rocks, new things will open up for you. With Ox leading the party, return to the Krypt to smash the rocks that were encasing the B-Rang.

VISIT THE WEAPON COLLECTOR



Once you have the B.Rang, return to Gant and enter the uppermost house. The weapon smith inside will repair the B.Rang for you while the party rests up. With the B.Rang repaired and in hand, travel back into the ocean and walk to the east of Prima to find a beach. Exit the water and walk right to a small hut where a weapon collector resides. Speak to him about the secret of the grimfowl.

LEAD THE GRIMFOWL

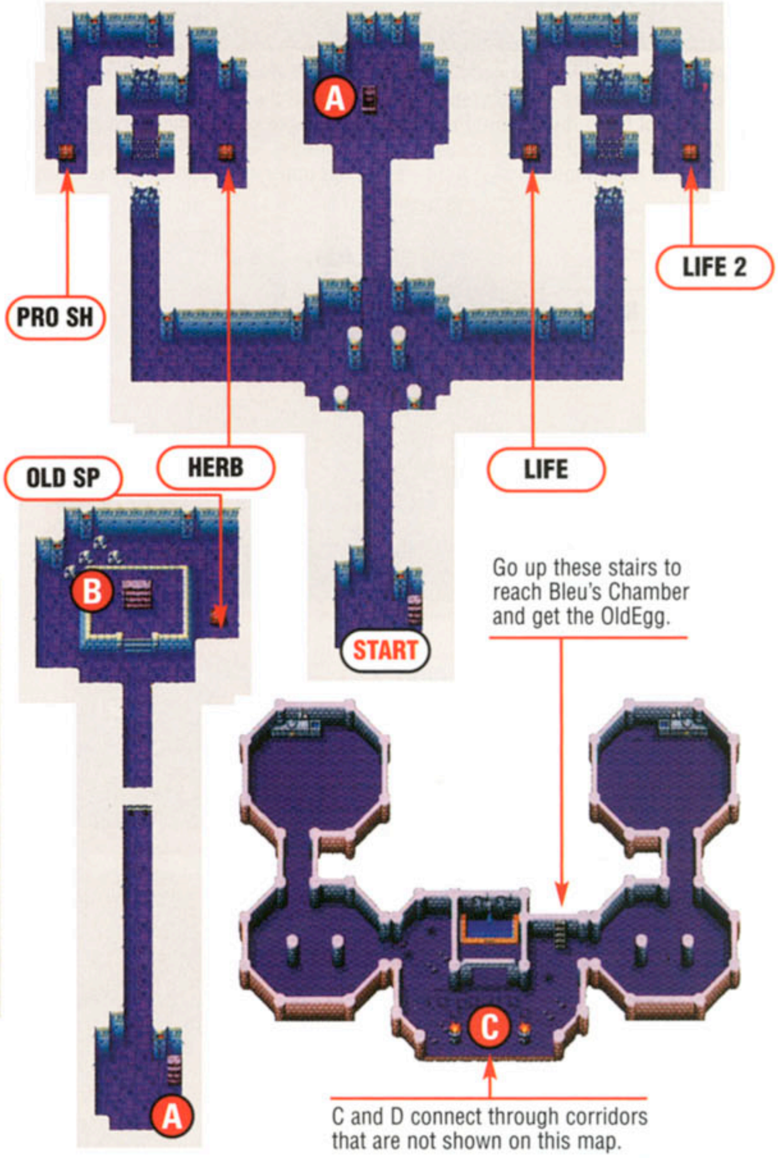
Enter Grimfowl Woods to the north of the Hidden Fort and steal the pink egg. Defeat the first grimfowl, then walk slowly to Nabal with the angry birds in tow to enter the castle.

THE STATUE IS THE KEY

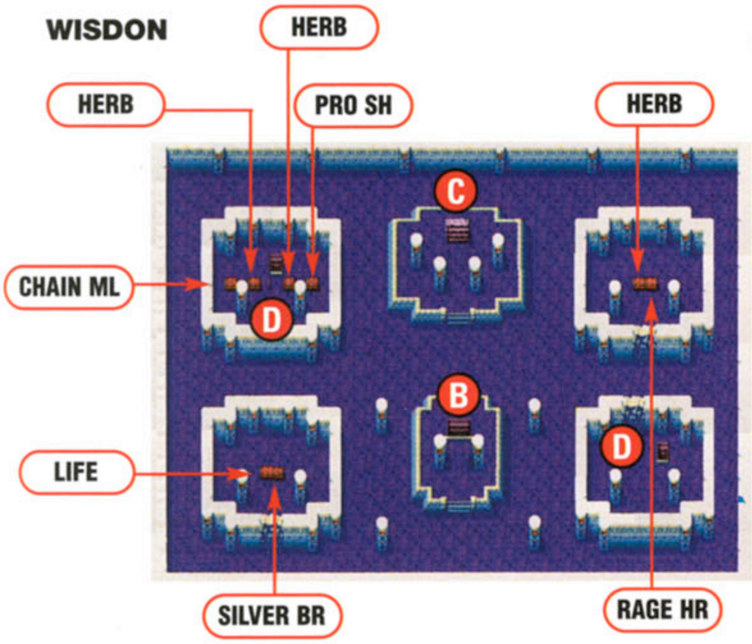
After freeing the women of Gant from Nabal Castle, head back to Prima. The guild owner will ask you to find the sleeping sorceress of Wisdon. Get the statue that grants access to Wisdon under the bed of an old man.

GHOSTLY GUARDIANS

Battle your way through Wisdon to find the sleeping sorceress, Bleu. You must battle her three guardian ghosts, Wisp, Cloud and Myst, before you'll be permitted to wake her. Each spirit is a little tougher than the last.



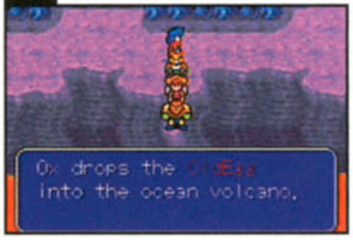
WISDON



A MYSTERIOUS OLD EGG

Once you have proven your worth to the sorceress's guardians, they will awaken Bleu to speak to you. Bleu will give Ryu the mysterious Old Egg to aid in the defeat of the Dark Dragon ship threatening to attack Prima.

17 HOT STUFF



Return to Prima after speaking with Bleu and walk north to the Sea Volcano. Work your way through the volcano to a ledge overlooking a bubbling pool of lava. Toss the Old Egg into the lava as Bleu instructed.

BATTLE PINCHER

The Dark Dragon general of the assault on Prima is a big crab named Pincher—a crustacean with a bad attitude. Battle and defeat Pincher to save Prima from the torpedo. Have Ryu transform into Thunder Dragon, Bleu cast Fry and Gobi cast EcoX. Keep Ox busy healing the party with Cure3.

CURE THE PEOPLE OF GUST

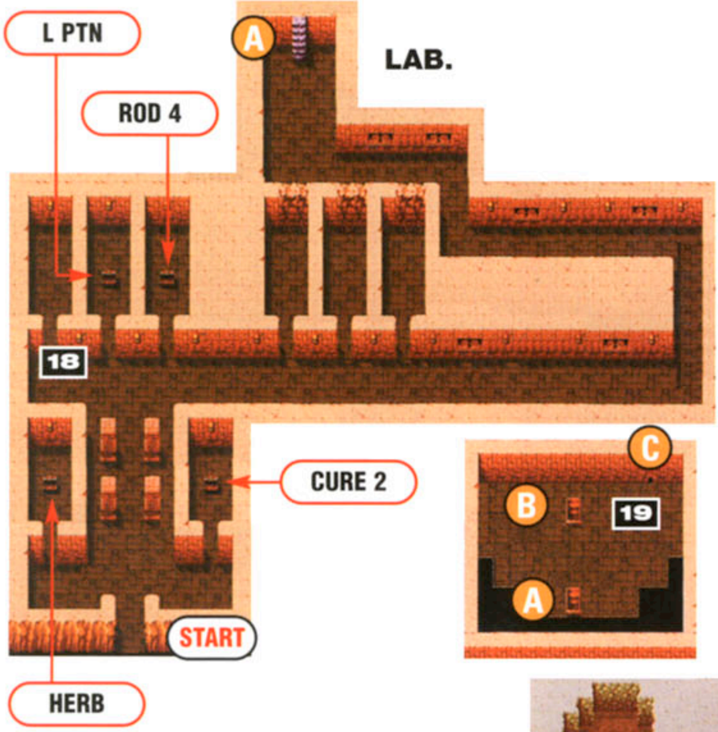
Once Gobi can cross the ocean in his big-fish form, Ryu and his companions set off for the mountain town of Gust. The bridge to Scande is down, Dark Dragons have been spotted in the area, and, to top it off, the people of Gust seem to have gone mad.

18 BATTLE ROGUE

An evil creature named Rogue is guarding the treasure chests in the Lab. north of Gust. If you want the treasure, put up your dukes because you have to beat Rogue first.

19 PINT-SIZED HEROES

One of Zog's evil minions, Cort, will appear in the Lab. and shrink the party to the size of mice. The stairs are too big, so enter the mouse hole in the upper-right corner of the room.



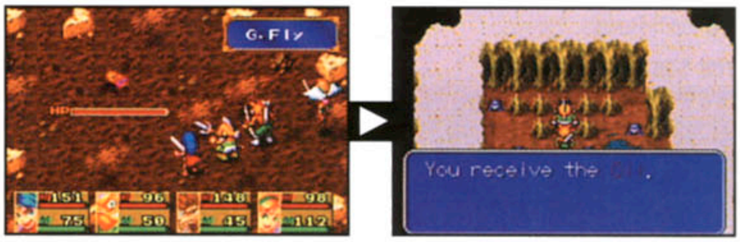
20 SQUASH THE ROACHES

Help the mice below the Lab. get their food back by defeating the roaches. Get the M.Cura in return.

21 SAVE NICHOLIE FROM CORT

Nicholie has been missing for some time, and you'll finally find out why—Cort has turned poor Nicholie into a hideous monster called RugaX. The only way to break Nicholie free of Cort's spell and get his help with the bridge is to defeat him in his monster form.

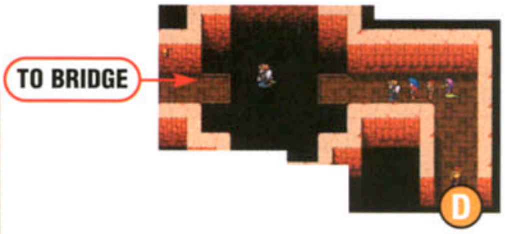
TRADE G.FLY FOR THE OIL AND SAVE NICHOLIE

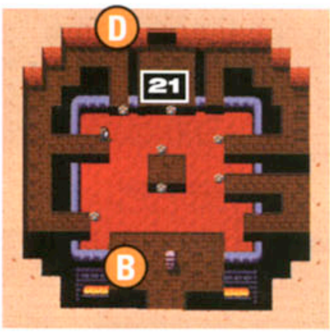


The bridge to Scande is broken, and Nicholie must repair it. As of late, Nicholie has been under a powerful spell placed by Cort. Bleu and Nina will attempt to cure Nicholie, but you must get the oil. The frogs in Frog Cave, west of Prima, will trade you oil for a G.Fly. Get the G.Fly in the upper-right cave in Gust.

FREE GUST FROM THE EVIL FLOWER

FlowerX is the twisted creation Cort concocted to spread seeds of madness over the unsuspecting village of Gust. Free Gust from the flower's spell by battling and defeating the petaled fiend. Use Ryu's Bolt Dragon form and Karn's Shin spell, and have Nina and Ox attack and keep the party cured.





FIGHT CORT AS HORNTOAD

Cort decides he doesn't want to give up after all and returns once the bridge to Scande is fixed. Battle Cort in his true form, HornToad, to cross the bridge. Use Ryu's Bolt Dragon form, Karn's Shin spell and Bleu's Chill spell, and have Nina cast Cure2 and Atk-Up.

MOGU'S DREAM

ON OFF

Even the simple people of the Mole Clan have been struck by the evil of the Dark Dragons. When you enter Gramor, you are asked to help Mogu, one of the Mole Clan, who has been trapped in a frightful dream. To free Mogu, you must enter his dream.

THE MAESTRO AND THE COWL

Before leaving Gust, search the flute maker's bed to find the Maestro. In Gramor, you will also be given the Cowl when you agree to help Mogu.

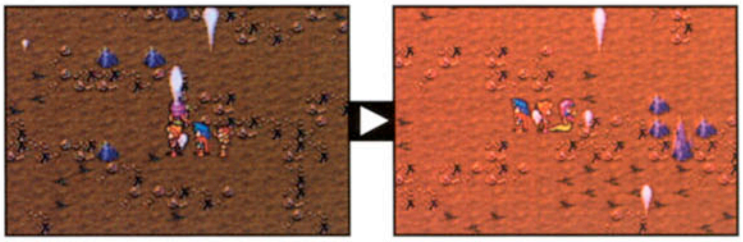
GET THE BOLSTER IN TUNLAN

With the use of the Maestro and the Cowl, you'll be able to communicate with the people of Tunlan. Speak to the Princess to obtain the Bolster.

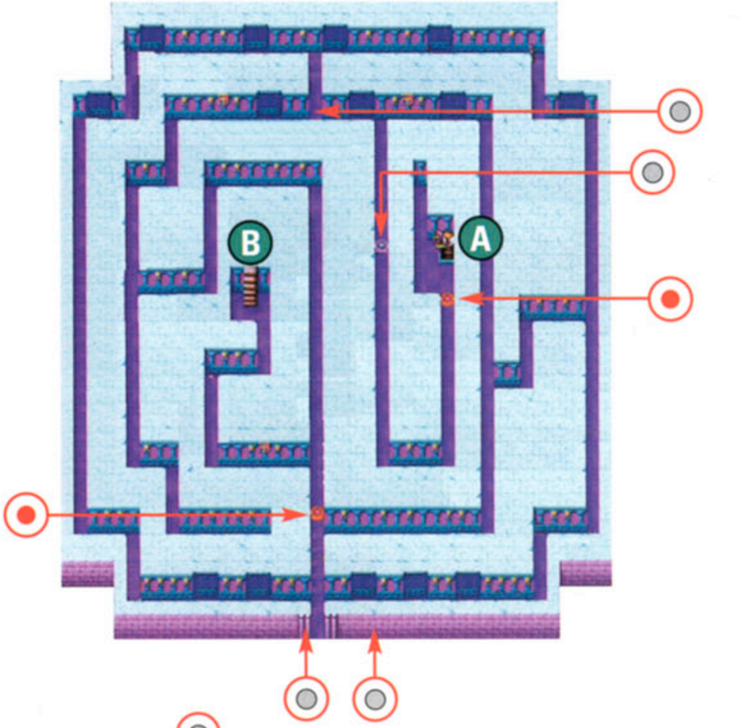
22 DISAPPEARING FLOOR

Among the eerie world of dreams are many things that seem to make little sense. The red and white buttons found on the floor of Devil Tower are connected with the walls. Step on a red switch to make the walls appear, and step on a white switch to make them disappear.

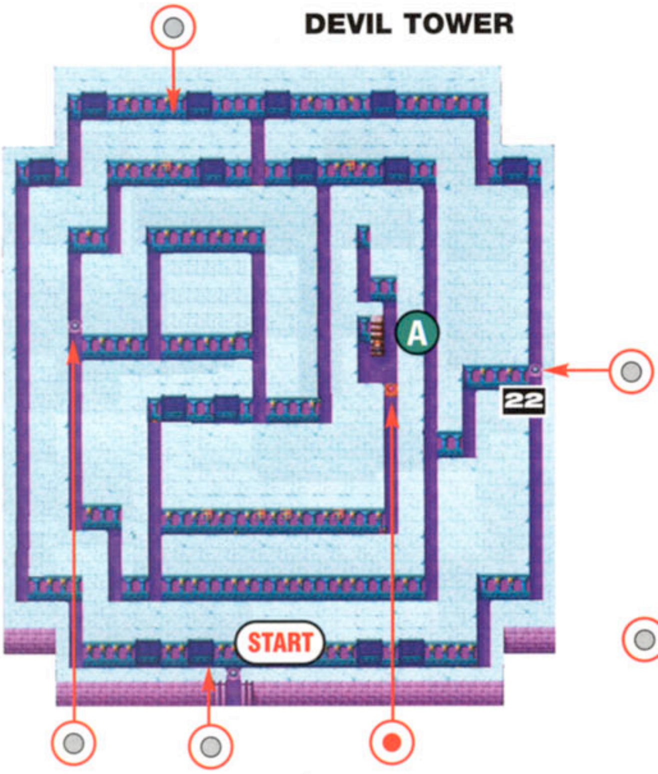
GET THROUGH THE WILDERNESS

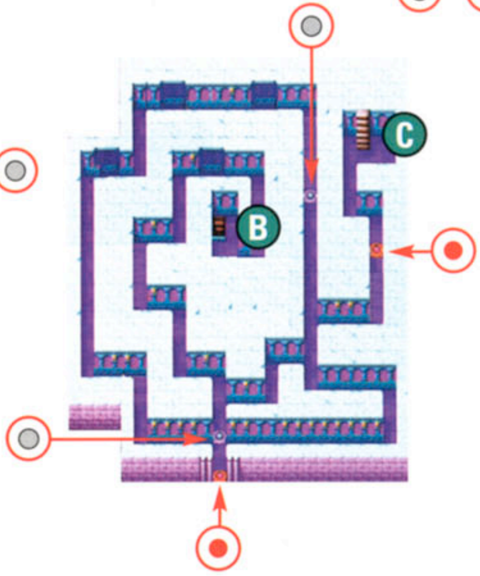


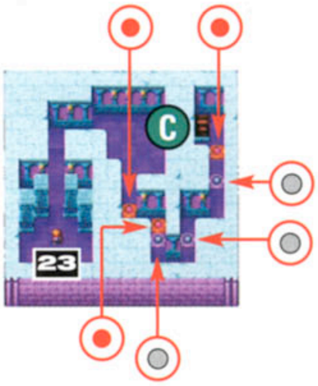
The field that leads to South Cave where Mogu's Courage is hiding is full of poisonous geysers that will spout and damage the party. The arrow-shaped marks on the ground will help guide you to the right path.



DEVIL TOWER







TALK TO MOGU'S SISTER, ANNE

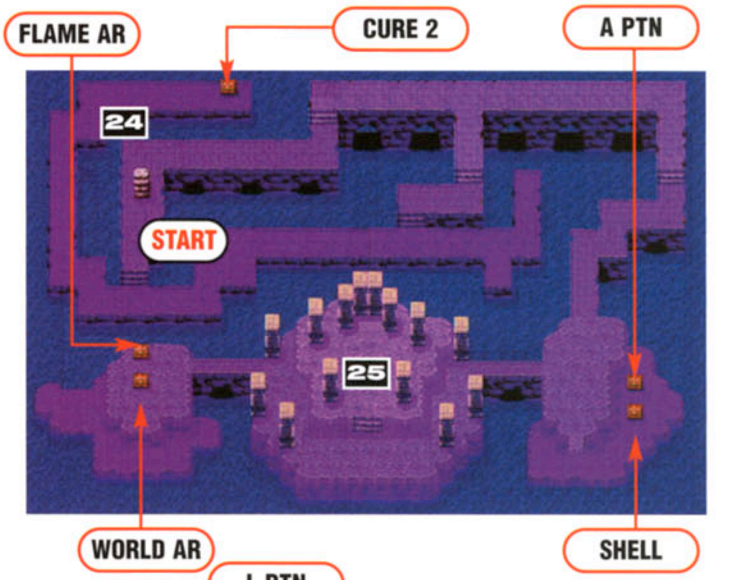
After your first visit to Devil Tower and your initial run-in with Mothro, exit the tower. Return to Dream Town and speak to Mogu's sister, Anne. She will tell you that the bridge leading to South Cave has been fixed, and she'll reveal where to find Mogu's Courage.

23 FIGHT MOTHRO

Mothro, the nightmarish butterfly, is keeper of the dream realm that traps Mogu. Battle and defeat Mothro to save Mogu. For a powerful lineup, have Ryu use his Bolt Dragon form, Bleu cast Ice or Gale, Karn use the Shin spell and Nina cast Cure2 and Atk-Up upon the party.

MOTE'S NIGHTMARE

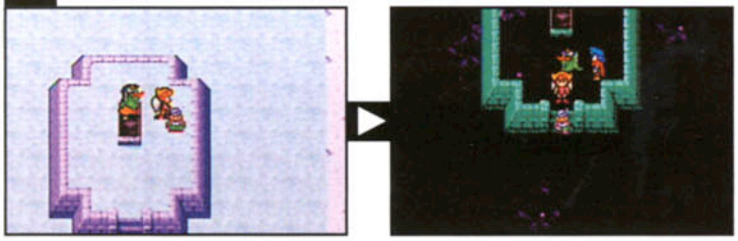
Mote, one of Zog's meddling minions, has sealed the city of Spring in an eternal winter wonderland. Ryu and his brave companions enter Spyre Tower to investigate, only to be thrown into a nightmarish world created by Mote's twisted dreams.



24 RETRIEVE THE SKY KEY FROM SPYRE TOWER

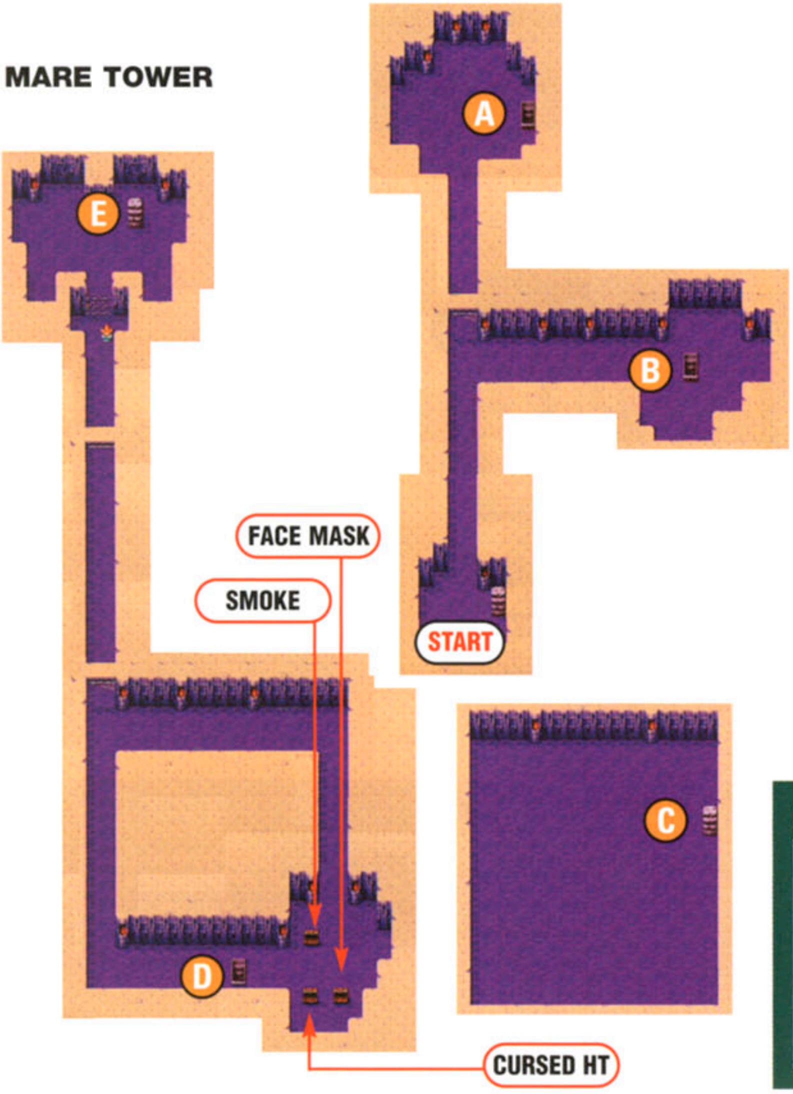
South of the frozen village Spring is the eerie Spyre Tower. The Sky Key is being held at the top of the tower. There's only one problem—the entrance to Spyre Tower is buried in snow. Have Mogu lead the party and dig at the Dragon Emblem to enter the tower.

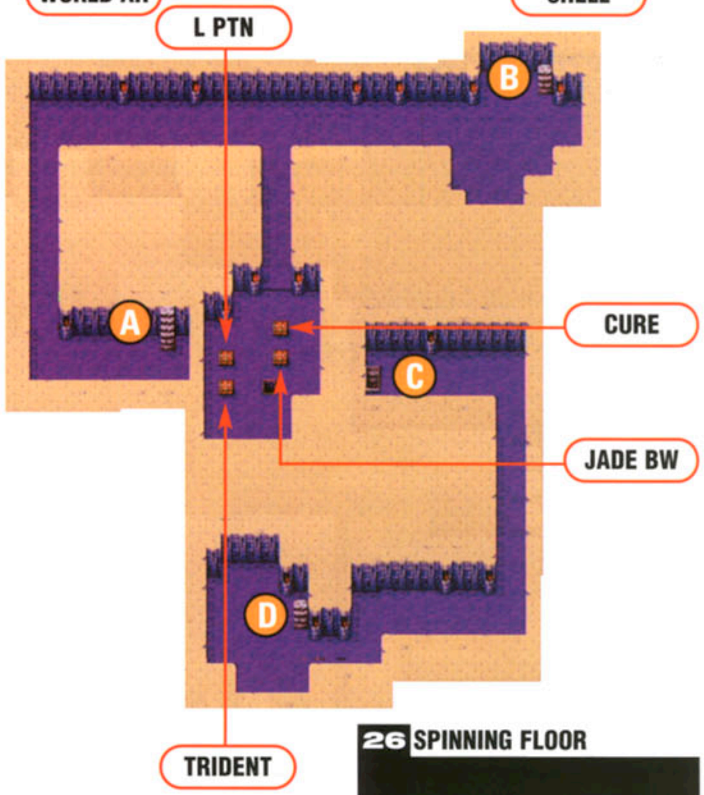
25 A JOURNEY THROUGH THE ELEMENTS

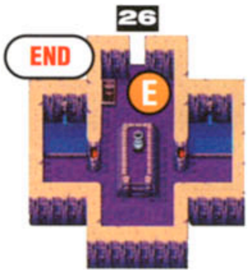


In Spyre Tower you will have to go through six floors consisting of different environments, like sky and desert, before discovering the exit. Mote will appear at the very top of Spyre Tower and send Ryu and company spiraling into a dark world of dreams.

MARE TOWER







26 SPINNING FLOOR

After reaching the top of Mare Tower, you will appear in a room where the floor spins. Carefully watch the direction of its spin and continue to Mote.

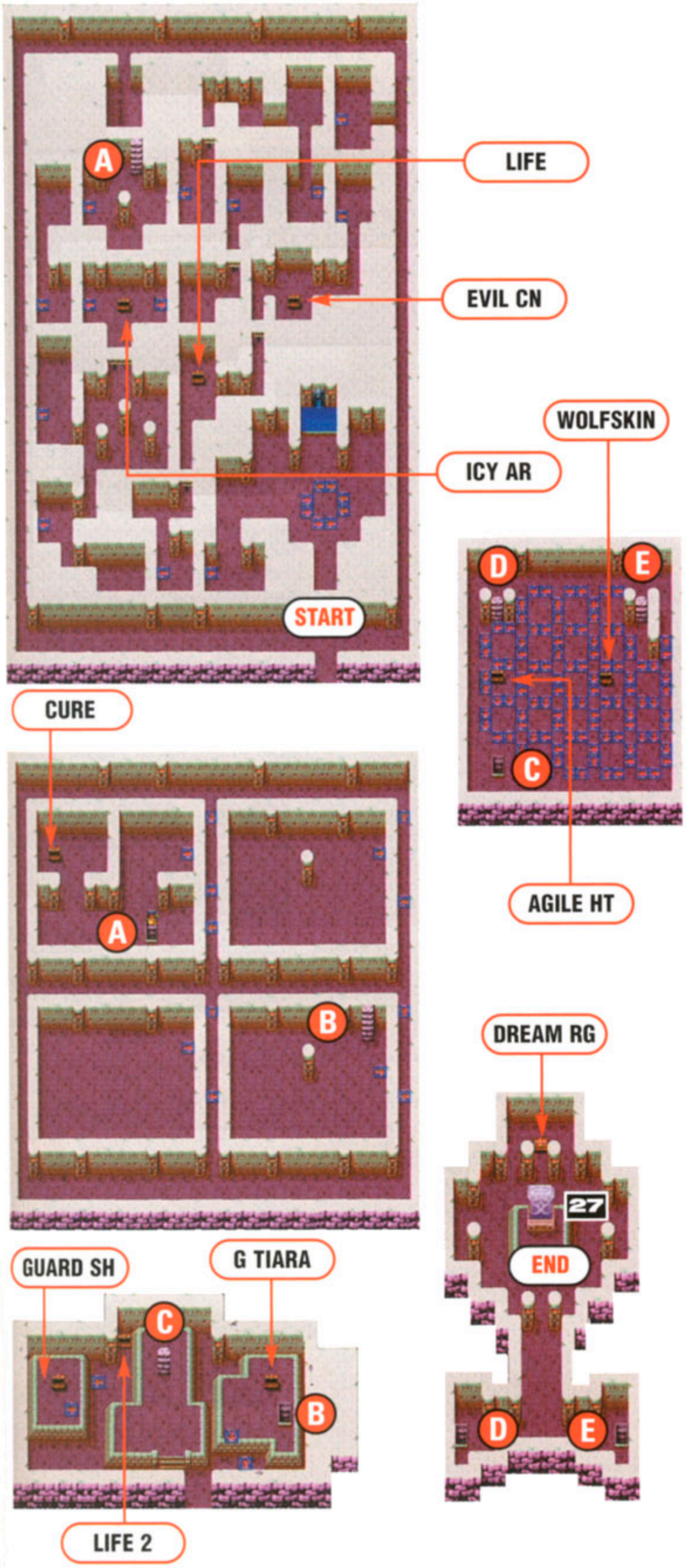
FIGHT MOTE

Mote fades between reality and dreams while you battle him. When Mote is blurry, use only physical attacks on him—magic barely affects him. When Mote's image is sharp, he is vulnerable to magical attacks but the blade cannot touch him. Defeat Mote for the SkyKey.

RESTORE TIME TO NORMAL

Ryu and his companions travel next to the town of Carmen. Upon entering, they are greeted by the haunting silence of a town frozen in time. Cerl, the strange woman who took the time key back in Tunlan, must be at the bottom of the mischief.

TOCK TOWER



27 AS TIME STANDS STILL

Atop Tock Tower, Cerl will reveal that she has stopped time in Carmen and plans to do so all over the world. After her explanation, time will begin to distort and the party will be torn apart. Ryu will need to return to Carmen alone and speak to Alan to learn about Cerl's past.

BATTLE CERL

Tainted by the evil powers of the Dark Dragons, Cerl is no longer the childhood friend with whom Alan once shared fond memories. You must battle her for the Time Key. Use Ryu's Bolt Dragon form, Karn's Puka or Doof spells and Bleu's BoltX, and have Nina cast FortX and Atk-Up on the party.

A TOKEN OF CERL'S CHILDHOOD

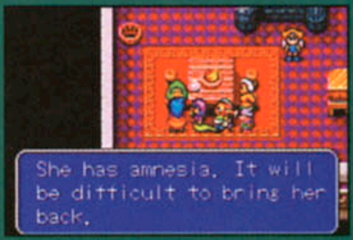
After Cerl flees to her castle, return to Carmen and speak with Alan. He will tell you to get the fruit for Cerl. With Ox leading the party, go back to the holiday tree southwest of Carmen. Punch the tree to make a piece of fruit fall. Return to Cerl's castle to give her the fruit.

KINDNESS WINS THE TIME KEY

The faint glimmer of compassion left in Cerl's heart will shine through when you offer her the fruit. She'll give you the TmKey and bid you to return present time to Carmen. Goda will appear, shouting betrayal to the Dark Dragons. A battle will ensue, and Cerl's castle will fade away.

CURE NINA: Nina's strange amnesia can be cured with a tonic made by the famous doctor in Carmen.

GO BACK TO TUNLAN



When Nina placed the TmKey in Tock Tower to return time to Carmen, time distorted and she disappeared. Nina is lost in Tunlan, dazed by amnesia. To help her, talk to the doctor in Carmen. He will tell you about a tonic that can cure her and name the four ingredients that are needed.

- **P.Fish** - Fish at a bridge to Scande
- **Root** - Next to the plant in Gramor
- **C.Nut** - Hit a palm tree by Tunlan
- **W.Ant** - Shoot a white deer

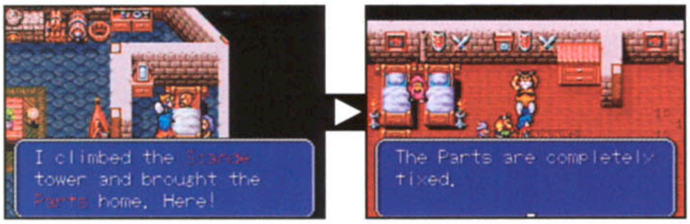
GET THE PASS FOR SCANDE

Once you receive the tonic from the doctor in Carmen, walk to the right of his house, where a mysterious cloaked man is standing. Speak to the man, and when he disappears, search the area in which he was standing to get the pass for Scande.

THE FINAL CHAPTER

The final hour is at hand. The eight brave souls have together grown over time. They shall step forth to defeat the strongest of the Dark Dragons. Will their hopes for peace bring them to victory, or have the Dark Dragons become too strong?

FIX THE BROKEN ELEVATOR IN SCANDE

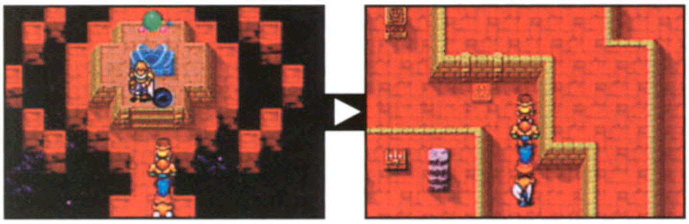


To enter the tower in Scande where Zog resides, you must first fix the elevator. Travel to Spring to find an adventurous man who climbed the tower and brought back the B.Part. Receive the B.Part from him, then visit the mayor in Gant to get the B.Part fixed. Fix the elevator in Scande with the Parts.

BATTLE ZOG

Finally you meet the infamous Zog face-to-face. He has grown as power hungry as ever and must be stopped. Use Ryu's Rudra Dragon form, Karn's Puka or Doof spell, Bleu's CometX or NovaX and Nina's CuraX and FortX spells. It's a tough battle, but the Light Dragons shall prevail!

BACK TO AGUA TO ACTIVATE THE TELEPORTER

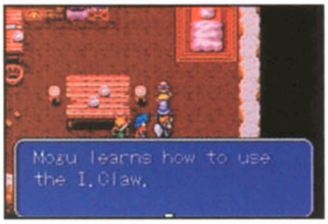


After the fiery battle with Zog, Sara—Ryu's older sister—will appear, asking for the remaining Goddess Keys. Ryu will hand them over, only to have Jade arrive and steal off with Sara. Return to Agua Tower to find Jade and Sara awaiting you. Speak to Jade, then step on the teleporter to enter the Pagoda.

SARA, THE LIGHT DRAGON

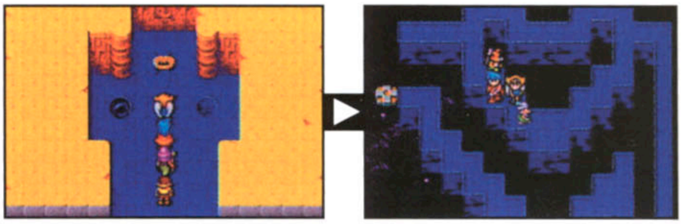
Sara is prisoner of the Dark Dragons, under Jade's powerful mind control. In one last act of will, she removes Jade's shield for her brother Ryu but falls prey to the mind control in the end. Free her from the binds of the Dark Dragons by defeating her with Ryu's powerful Agni form.

GET THE I. CLAW



The ground in the Obelisk is impenetrable, even for the Great Digger in Gramor. You will need the I.Claw to enter the Obelisk. First speak to the Great Digger in Gramor, then visit the two weapon collectors. Once you receive the I.Claw, return to Gramor with Mogu leading the party and speak to the Great Digger to learn of the I.Claw's use.

JOURNEY THROUGH THE OBELISK



With Mogu leading the party, use the I.Claw to enter the Obelisk. Journey on through the dark, winding pathways of the Obelisk in search of the remaining Dark Dragon forces. Each of the plus-shaped platforms will carry the party to a new path. The Obelisk is a huge, treacherous maze, but victory is almost yours.

BATTLE GODA

Goda, a loyal minion of Jade and the Dark Dragon Clan, is the first to try to deter Ryu. Hardly a formidable foe for the power of the Light Dragons, the stonelike creature will fall easily to Ryu's Agni form. Defeat Goda to continue searching for Jade.

BATTLE JADE

Jade is the leading force of the evil Dark Dragons. His reign of terror is finally about to be ended by the swift blade of hero Ryu and his seven companions of light. Jade is no match for Ryu's Agni form. When Jade casts his thunder spell, use a Cure2 to heal.

FIGHT THE GODDESS

Ryu and the party's final battle is against Tyr, Goddess of Destruction. Tyr has two forms that you must beat if you want the best game ending. If you use Ryu's Agni form, Tyr will automatically switch to her final form. Cast Agni again and defeat the evil goddess once and for all!

LIGHT SHALL PREVAIL

So the new legend was written—in a timeless age of beauty and turmoil, hope was born from the stars. With its rich story line, character depth and challenging game play, Breath of Fire is one of those RPGs that is truly timeless. The rerelease of this treasure of a game offers you some additional features, like gorgeous new cut scenes and detailed character designs that could be done justice only on the Game Boy Advance.

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EVERYONE
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ADVANCED KNOWLEDGE

STRATEGY, TIPS, CODES AND TRICKS FOR THE GAME BOY ADVANCE

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KLONOA: EMPIRE OF DREAMS

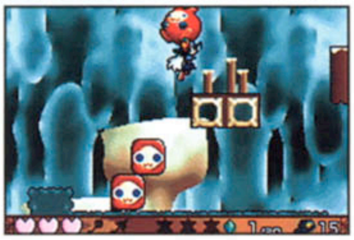
TIP

RUDE AWAKENINGS

Either by plan or by odd coincidence, the fifth stage of each level seems to have an item or two that's particularly hard to get. Here are a few tips to get you past those troublesome stages.

1-5

The first part of level 1-5 proves to be the most difficult, because it is the first itme you must create stairs out of the available blocks. Head right and pick up the first face block you come across. Drop it just a little left of the small platform directly above you. Continue right and pick up the second face block. Jump on top of the first block and drop the second on top and a little to the right of the first block to create a small staircase. Grab the pink creature to the left and head up your newly made stairs. You'll have to use two pink creatures to grab both the large blue crystal and the heart. Go right to continue with the level.



After you build the staircase, be sure to stay on the left side of it. Otherwise, you'll be trapped and have to start over again.

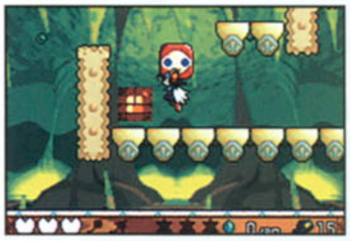
2-5

You'll find the second star on a platform in a room shortly after you unlock the round-key door. To the left of the star is a moving platform and a couple of seesaw platforms. Get on the left seesaw platform and allow it to sink a little. As the moving platform begins to go right, jump to the right seesaw platform. Immediately jump straight up to land on the moving platform as it returns underneath you. Ride it to the second star. After you get the star, continue to the right and exit the room.

It's important to not let the left seesaw platform sink too much, or you won't be able to jump across to the other platform.

3-5

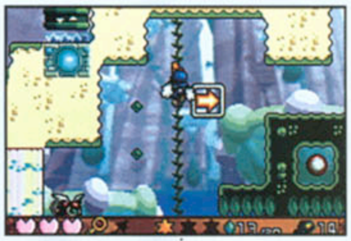
Level 3-5 introduces a new type of puzzle, then tests you on it immediately. The new blocks are passable when small but become immovable obstacles when a nearby switch makes them grow. In the second room, go right to pass the face block. Grab a Boomie and throw it at the switch to make the blocks change size. Return to the face block and carry it up to the next platform. Set it down next to the shrunken block. Go back and drop a Boomie next to the switch, then climb and wait for it to explode. You can then carry the face block up to the next level and drop it on the switch pad. Go right to get the first star.



After the block on the upper platform grows, you'll be able to carry the face block all the way to the top.

4-5

The second star is locked up in the bottom-right corner of a room with a switch in the middle. Hit the blue arrow until it faces the left. Go down and throw the arrow block to the right. While the arrow block is traveling through the air, climb the vine and get in the arrow block's path, making it fall on the small platform left of the switch. Go back to the blue arrow and hit it so that it faces upward. Return to the Boomie and throw it the same direction as the arrow block. Climb the vine and pick up the Boomie. Drop it on the arrow block. When it explodes, the door will open and you'll be able to fetch the second star.



Don't be afraid to get in the way of the arrow block—it won't hurt you.

PITFALL: THE MAYAN ADVENTURE

CODE

CROCODILE HUNTING

In the last issue we showed you how to skip to any level you wanted, but we figured that wasn't enough for this challenging platformer. We've unearthed some codes that will really get you swinging. Many of the new codes require opening a Cheat Mode. To do so, at the main title screen press L, Select, A, Select, R, A, L, Select. Not only does that open up the level select, it allows you to put in further codes once the game play begins. To get all the weapons, press and hold Select, then press B to fill up your supply completely. You can use that code over and over again to replenish your stock if you somehow begin to run low. Also, if you begin a level in Cheat Mode, hold down Select and use the Control Pad to float around without worrying about falling. Careful, though—as soon as you let go, you'll plummet back down to the closest platform underneath you, so make sure you're over something solid (and friendly). The last tip is not related to the Cheat Mode, but it should help you quite a bit in your quest. If you use up all your lives, on the Continue screen tap the B Button quickly three times to continue without lowering your continue counter. In fact, the trick will give you nine continues, but like the weapons code, it can be used as many times as necessary.

While you are free-floating around a level, you are invincible and able to literally fly through tougher stages.

Bosses can take a lot of hits in this game, so having unlimited ammo at your disposal begins to feel like a necessity.

KONAMI KRAZY RACERS

TIP

JUMPING FOR JOY

Finding the secret characters in Konami Krazy Racers requires you to be both attentive and daring. You can unlock hidden drivers by finding large blue diamonds on alternate routes in certain levels—routes that usually involve a large, blind jump. Fortunately, all you have to do is finish the race—not win it—which is good because the alternate routes tend to take you well out of the race. One nice thing to remember is that if you accidentally fall off the course after fetching the diamond, you'll return to the main track. Also, if you don't feel like going for it on the first lap, you can try for it on the second or third. The diamonds appear only when you're racing in GP Mode, and some are on the more advanced circuits, meaning you might have to earn a couple of the better licenses. To unlock Vic Viper, race the Moon Road course. As you approach the first major gap, angle toward the right and land on a small platform. Pick up the blue diamond, then return to the course by using the jump at the far end of the platform. Grab the turbo bell for a little extra power. After that, just finish the race and save your game so you can race as Vic Viper. To open King, race on the Sky Bridge 2 course. Find the blue diamond in exactly the same way that you found the diamond on the Moon Road. At the first big gap, jump well to the right and land on a platform way off in the distance. Get back to the main course and finish the race. To unlock Bear, race Cyber Field 2. Shortly before the finish line, you'll see the diamond on a thin piece of track between two large holes. Carefully drive between the holes to retrieve the diamond. It helps if you intentionally miss the turbos leading up to the diamond so that you don't overshoot it.

Aim for the closest corner of the far platform to reach the blue diamond safely.

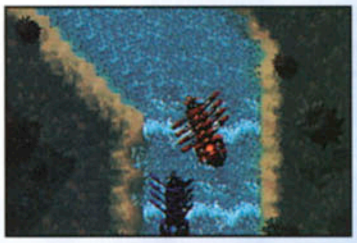
LEGO BIONICLE

CODE

JUST PLAYING AROUND

In LEGO Bionicle, minigames will become available as you play through the main story. If you'd like to play the minigames without having to work through the adventure, the following codes will open up three of them. To activate the code, start a new game and enter the code as your name. Begin a game and save off as soon as you start. You will need to have at least one open Save slot available to enter the code. Quit the game and return to the main menu. The "Mini Games" option will be available. To play Kewa Bird Riding, enter your name as 3LT154. To play the Ngalawa Boat Race, use the name 9MA268. To play the Ussal Crab Dig, enter your name as 8MR472.

Stay alive in the Kewa Bird Riding game by staying aware of the other riders at all times. Find locations near the enemy birds that you know are safe, and attack only when you are in the clear. Also, avoid using your Bungee Ball, as it is pretty unpredictable.



The key to winning the Ngalawa Boat Race is to anticipate the turns and currents of the river. It is difficult to turn quickly, so as you approach rough water, go as fast as possible, align your boat with the rough water and drift in to the current correctly.

In the Ussal Crab Dig, use the rolling boulders to your advantage. They will knock down and stun your opponents briefly and give you time to get that last crystal. Also, use the web magic from the yellow crystals to form a barrier around one or two of the crystals.

FORTRESS

TIP

LOOSE CANNONS

Here are a few good tips to help you topple your friends in this deceptively complex puzzle game. A strong castle is not just a mass of blocks but a well-devised plan. Protect your cannons vigilantly, for they are the key to winning. Leave two-space platforms around your castle to make sure you have a place to put your cannons when they appear. Spread the weapons around the castle to ensure that a single well-placed shot will not take them all out. As soon as a cannon is placed, build around it to protect it from enemy fire. Next, try to build portions of castle that are three blocks wide and eight blocks tall. They will become Wizard's Towers, which will summon monsters to attack the enemy. Remember that the game play does not vary from scenario to scenario, so the monsters that are summoned have the the same effectiveness.

Keep your cannons in working condition by spreading them around your castle and building strong walls around them.

The tall, narrow Wizard's Towers summon tough monsters that cause plenty of destruction to your enemy's castle.

FINAL FIGHT ONE

CODE

PUNCH-DRUNK

In Final Fight One, you defeat bad guys to earn points that you can use to open up cheats. You'll earn one point for every opponent you defeat. Enter the Options screen and select Exit to view the number of opponents you have to take down before the next secret will be available. To unlock all of the secrets, you must defeat a total of 2,000 bad guys. The first secret will give you up to nine lives right from the beginning of the game. The next secret will allow you to begin your game at any stage. "Alpha Guy" and "Alpha Cody" become playable characters with the next secret, which also gives you new costumes for the starting characters. The last unlocked secret will allow you to punch rapidly. If you hold down the Attack button, your character will attack continuously.

The screen that is displayed after you exit the options menu will show how many bad guys you must defeat to unlock the next cheat.

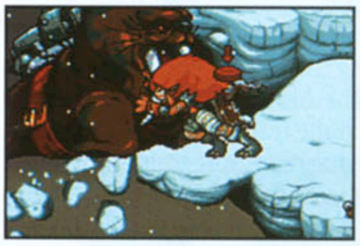
After you know you have unlocked a secret, return to the Options screen and select Next. You'll see the extra options you have available.

LADY SIA

TIP

I AM THE WALRUS

After battling the elemental levels of the Peripheral Realms, you'll encounter a giant walrus who views Sia as nothing more than his next meal. At the beginning of the battle, Sia will grow nearly as large as the walrus and gain a new attack: the ground-pound. Smash the snowy bridge, then use the R Button to crouch. If you are not crouching when the walrus attacks, you'll take damage. When he attacks, tap the A Button rapidly to push him back. If you're fast enough, he'll lift you into the air and toss you behind him, but you won't take any damage. If you're too slow, he'll slam you against the edge of the level. Either way, as soon as the struggle ends, ground-pound the bridge. Cracks will start to appear. Repeat the process several times until the bridge looks severely cracked. You will probably be able to hit the bridge only once or twice at a time before the walrus attacks again. If he fires snowballs, retreat under the icy overhangs until the barrage is over, then get back to the middle of the bridge. Be careful not to pound the bridge too many times, because Sia will break right through and fall to her doom. Eventually the walrus will charge and the bridge will crumble under his massive weight.



Use the walrus's massive bulk to your advantage—weaken the bridge until it can no longer support him.

SUPER STREET FIGHTER II TURBO REVIVAL

CODE

ALL THE RIGHT MOVES

This code will make special moves much easier to pull off. During game play press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a sound if you put in the code correctly. To toggle the code on and off, press the Select Button.

TETRIS WORLDS

CODE

THE WORLDS ARE NOT ENOUGH

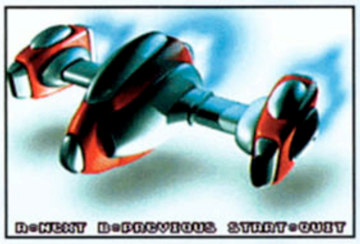
Tetris Worlds may have a lot of different variations of the same game, but the one game that hasn't been available is the actual original Tetris—until now. To unlock "Popular" Tetris, highlight the Marathon option on the main menu. Hold down L and press Select. When you choose Marathon Mode you'll find an option called Popular.

IRIDION 3D

CODE

ART FOR ART'S SAKE

We're not done revealing all of fast-paced shooter Iridion 3D's secrets. To have infinite lives, enter *1NV1S4BL3* on the Password screen. To see some of the stunning concept art that was rendered for the game, enter the code *G4LL3RY* on the Password screen. You will be sent to the picture gallery immediately. Use the Control Pad to rotate and zoom in and out on a picture, then move to the next picture by pressing the A Button. Remember to include the asterisks when entering the code.



NFL BLITZ 20-02

CODE

BLITZKRIEG BOP

For NFL Blitz 20-02, Midway sticks with the unique code system it has used with the other Blitz games. To enter a code, right after you select the two teams, press the L, B, and A Buttons so the icon in the three squares at the bottom of the screen changes. The codes are listed by how many times you have to push the L, B, and A buttons, respectively. After you have entered a code correctly, press the R Button to activate it. You can enter more than one code for each game, but you'll have to be quick because the game will start automatically after about five seconds. Also, unlike some of the other Blitz games, 20-02 won't tell you which code you've entered—but it will chime to indicate that you've put in the code correctly.

Several of the codes change the playing field, but it doesn't appear to affect how your players play.

Use the infinite turbo to pull away from the defensive secondary and score on any decent pass.

CODE	CHEATS UNLOCKED
321	NO RANDOM FUMBLES
432	INIFINITE TURBO
132	OGRE FIELD
313	SHADOW PLAYERS
225	SNOW FIELD

TONY HAWK'S PRO SKATER 2

CODE

NOBODY KNOWS WHO YOU ARE

In the last issue of Nintendo Power Advance, we showed you how to rack up huge points with manual combinations, allowing you to open levels and increase your stats quickly . This time we have a few codes that will allow you to skip all that hard work. We also have two hidden characters that you can use: Spider-Man and his gravity-defying Spidey Flip, and Mindy with her mean Rubber Bullet Flip. Finally, if all the blood is making you see red, we have a code to turn it off. For all the cheats except for Mindy, pause the game during game play and enter the code. For Mindy, enter the code at the main menu.

Spider-Man uses his web string to perform some amazing tricks, such as the Spidey Varial.

Mindy's moves aren't quite as spectacular as Spidey's, but they still rack up some major points.

CODE	CHEATS UNLOCKED
PRESS AND HOLD R, THEN PRESS A, START, A, RIGHT, UP, UP, DOWN, DOWN, UP, UP, DOWN	ALL LEVELS UNLOCKED
PRESS AND HOLD R, THEN PRESS B, A, LEFT, DOWN, B, LEFT, UP, B, UP, LEFT, LEFT	MAXIMUM MONEY AND ALL LEVELS UNLOCKED
PRESS AND HOLD R, THEN PRESS UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START	UNLOCK SPIDER-MAN
AT MAIN MENU, PRESS AND HOLD R, THEN PRESS A, LEFT, LEFT, UP, RIGHT, B, A, START	UNLOCK MINDY
PRESS AND HOLD R, THEN PRESS B, LEFT, UP, DOWN, LEFT, START, START	TURN OFF BLOOD

ADVANCE WARS

TIP

SCENARIO SETUP

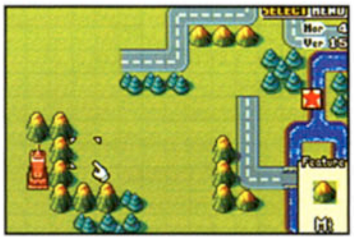
The ability to make your own maps in Advance Wars makes the replay value of the game almost limitless. However, making balanced, strategically interesting maps requires a bit of finesse. Always keep in mind the number of armies that are going to play on the map because it is very easy to balance a couple armies against each other, but much more difficult to set up a battle between three and four armies.

ONE IF BY LAND

Ask yourself a few questions about your map before making it, such as what kind of terrain and how much tree cover you want to have.

Start from the ground up—establish the terrain layout first, including mountains and trees. Also, decide early whether the scenario is going to be mostly a land or sea battle. Mixing the two evenly typically makes the maps play weakly for both sets of units. It's recommended that you start with a land battle because the units are a little simpler to understand and varied enough to be fun. Aircraft can be added to virtually any map, as long as transports have places to drop their cargo. Pay special attention to the routes formed by the mountains. Otherwise, you will be limited to using vehicles that are effective in that kind of terrain.

PLACE YOUR HQ



If a base is too well bunkered, either expect a long, slow battle, or give one side a few extra weapons.

Once the terrain layout is determined, choose a good location for each HQ. It should be somewhat defensible, but if it is too well protected by mountains and water, a single strategically placed tank will be all that is necessary to defend it. Start adding the same type and number of units for each army, beginning with infantry and mech units. Balance them with the number of cities (both neutral and occupied) to make sure the income will be even for all sides throughout the battle. Add bases away from the HQ to decentralize the enemy's attack—if your bases and HQ are in the same area, your foe will focus its entire force on that one spot.

TANKS A LOT

Remember to include Transports in naval scenarios, because no land base has ever been captured by a submarine.

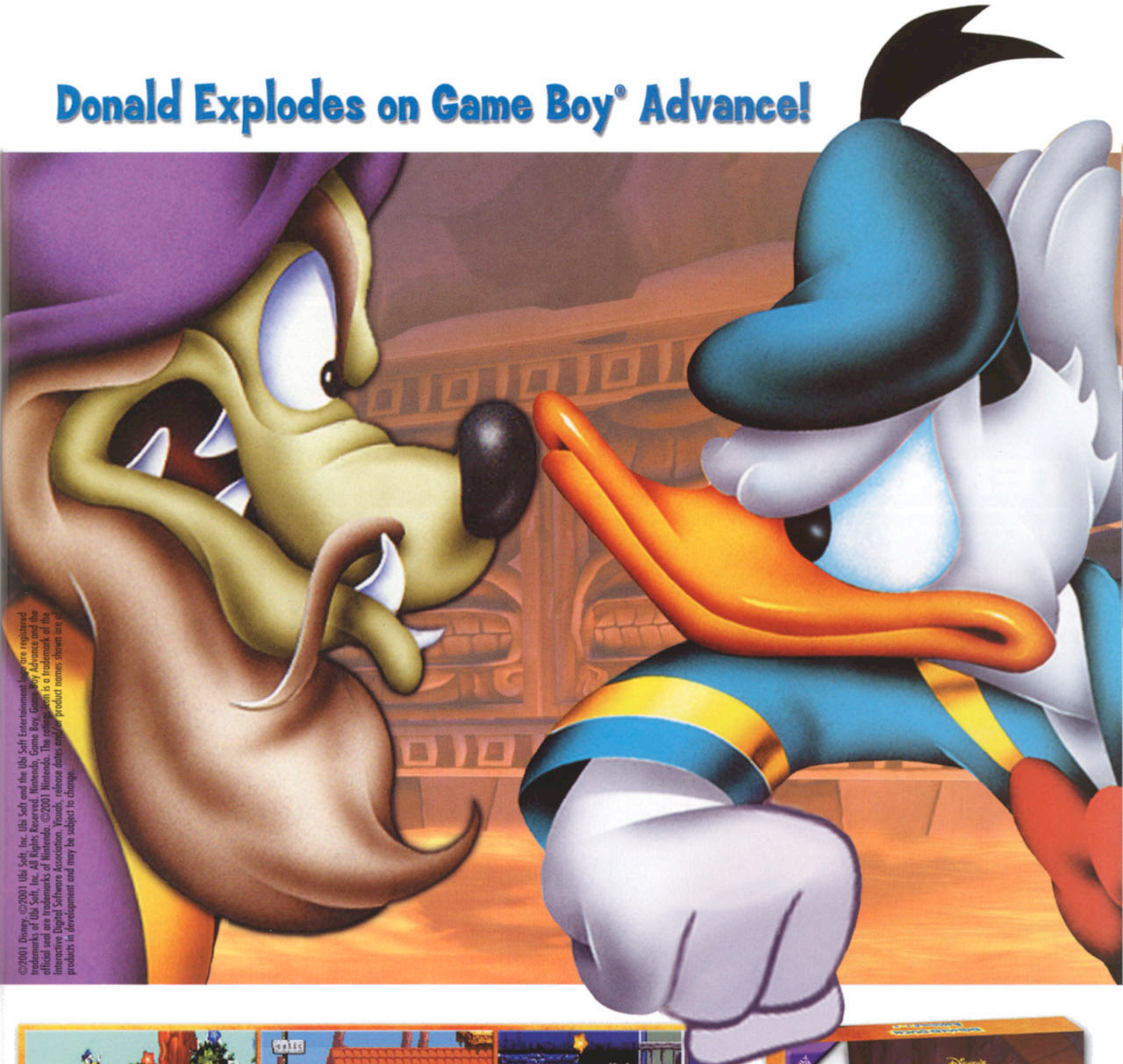
While it is fun to be able to use all of the units, they should all try to serve a purpose. It's very easy to start throwing in Fighters and Medium Tanks just because they do a lot of damage. Further, avoid including many heavy weapons on your map and few infantry, otherwise the infantry will be defeated right off the bat. Also, keep in mind that the Recon unit has limited value when there is no fog of war, and ships are virtually useless unless the map is mostly water.

TRY, TRY AGAIN

Maps are hard work, but a well made map is really rewarding.

Most importantly, expect to have to adjust maps again once you have played them a couple of times. You'll learn the most and have maximum fun with scenario building by playing the map and noticing what does and doesn't work. The best advice is that balance is the number-one factor in creating a solid map. You will find that certain unit matchups are relatively even, so you can start playing with the types of units in each battle. For example, consider changing a Medium Tank into an Attack Copter or vice versa to see what happens. A scenario that is too easy or too hard doesn't stay fun for very long, especially if you keep giving the weaker team to your friends. Exchange maps with your friends to get new ideas for your own maps.

Donald Explodes on Game Boy® Advance!



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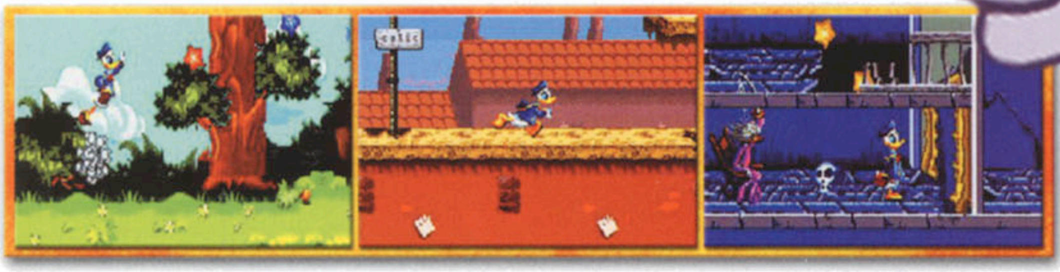

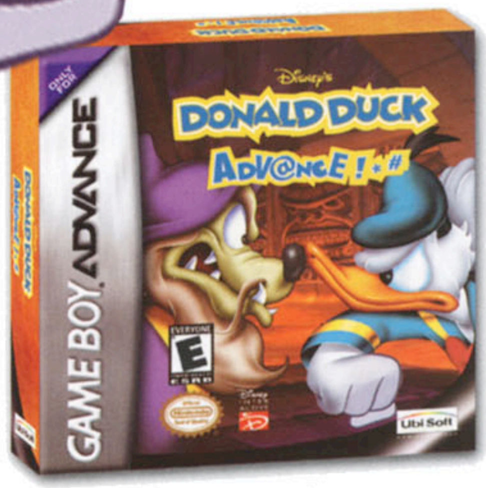

RUN... JUMP... STOMP... ATTACK... GO BERSERK

In stores November 2001

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

Disney Interactive

GAME BOY ADVANCE

Ubi Soft Entertainment

www.ubisoft.com

YOUR POWER GUIDE TO THE LATEST GAME BOY ADVANCE RELEASES

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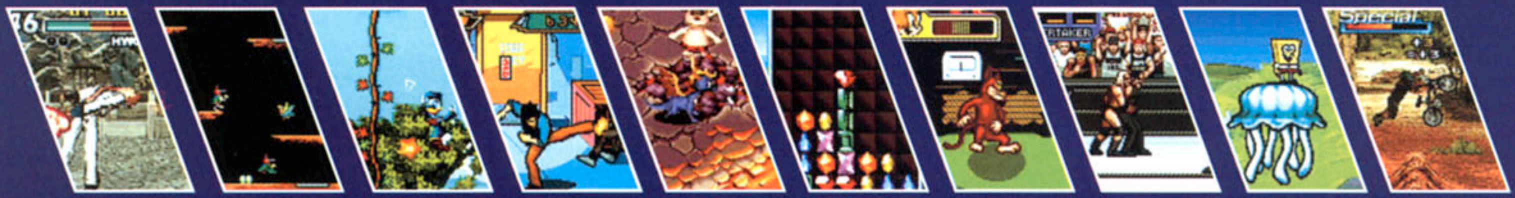

TEKKEN ADVANCE • MIDWAY'S GREATEST ARCADE HITS • DISNEY'S DONALD DUCK ADVANCE • JACKIE CHAN ADVENTURES • SPYRO: SEASON OF ICE • COLUMNS CROWN • TOM AND JERRY: THE MAGIC RING • WORLD WRESTLING FEDERATION: ROAD TO WRESTLEMANIA • SPONGEBOB SQUAREPANTS: SUPERSPONGE • RAMPAGE PUZZLE ATTACK • CRUIS'N VELOCITY • SHAUN PALMER'S PRO SNOWBOARDING • MAT HOFFMAN'S PRO BMX • MADDEN NFL 2002 • MONSTER RANCHER ADVANCE • MIDNIGHT CLUB STREET RACING • PLANET OF THE APES • MECH PLATOON • ALIENATORS: EVOLUTION CONTINUES • DAVE MIRRA FREESTYLE BMX 2 • TINY TOONS ADVENTURES: BUSTER'S BAD DREAM • SUPER BUST-A-MOVE • HOT WHEELS: BURNIN' RUBBER • ESPN GREAT OUTDOOR GAMES: BASS 2002 • STAR WARS: JEDI POWER BATTLES

TEKKEN ADVANCE

NAMCO'S ARCADE BEAT-'EM-UP PACKS PLENTY OF PUNCH.

GENRE: *FIGHTING*
PLAYERS: *1 TO 2*
GAME LINK: *MULTI-PAK*
RELEASE: *NOVEMBER 2001*
PUBLISHER: *NAMCO*
WEBSITE: *WWW.NAMCO.COM*

TEEN — CONTENT RATED BY ESRB
Mild Violence

The original Tekken knocked out fans of arcade fighting games with its furious mix of rapid-fire action, complex combos and 3-D game play. Namco has punched up the martial arts mayhem with every sequel, and Tekken 3 is widely regarded as the hardest hitting installment so far. For the first Tekken game to grace a Nintendo system, Namco has streamlined the popular Tekken 3 into the pint-sized powerhouse Tekken Advance for GBA.

Tekken Advance packs just as much punch as its arcade counterpart, so Tekken 3 fans will have no trouble adapting to the GBA version. Nine of Tekken 3's most popular characters are available at the get-go—Ling Xiaoyu, Yoshimitsu, Nina Williams, Forest Law, GunJack, Hwoarang, Paul Phoenix, King and Jin Kazama. The characters are steeped in diverse combat styles ranging from wrestling to tae kwon do, and fighters sport the same large repertoire of wham-bam moves that Tekken fans will recognize.

Not a mindless button-masher, Tekken Advance requires players to rattle off intricate sequences of button and Control Pad taps. If you're swift and skilled, you'll be able to string together chains of devastating combos.

If you've got the right moves, you'll be ready to rock 'em and sock 'em in Tekken Advance's one-player modes: Practice, Arcade, Time Attack, Survival and Team Battle. The knock-down, drag-out game also boasts competitions for Multi-Pak play, so fighting fans will find all the bruising they're cruising for in Namco's smashing slugfest.

Rumbles break out in jungles, snow, temples and other exotic locales. The fights feature 3-D game play, so you can sidestep into the foreground or background to dodge attacks.

Tekken Advance features a fistful of modes, and Arcade Mode is the main way to play. The classic competition enters you into the King of Iron Fist Tournament, and you'll kick, chop, slam and punch your way past all of the game's colorful characters.

Practice Mode allows you to perfect your skills. When you deal a blow, the special mode reveals how much damage you've dealt, so you can experiment with combos to maximize the pain you inflict.

All players can put a little extra muscle into their moves to power them up with a special glow. Since you have a single health meter to fight battle after battle in Survival Mode's martial arts marathon, you should use powered-up moves often.

All fights are one-on-one, but Team Battle will put you in control of a substitute fighter as soon as your main fighter has been KO'd. Assemble a team of diverse fighters so your wrecking crew will be prepared to take on any opponent.

90 HOLES IN THE PALM OF YOUR HAND!

Hit the links for the first time on the portable convenience of Game Boy® Advance.

Choose from 14 golfers, 5 courses and a variety of clubs.

Tee off with up to 3 other players.

GAME BOY ADVANCE

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MIDWAY'S GREATEST ARCADE HITS

PUT YOUR REFLEXES TO THE TEST WITH MIDWAY'S GAMES FROM BACK IN THE DAY

GENRE: *ARCADE*
PLAYERS: *1*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *MIDWAY*
WEBSITE: *MIDWAY.COM*

EVERYONE E CONTENT RATED BY ESRB
Mild Violence

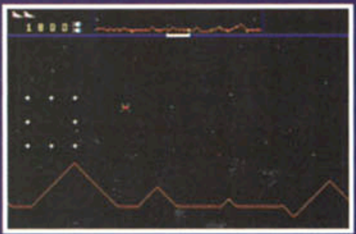
The games in Midway's Greatest Arcade Hits take you back to a time when good reflexes and several rolls of quarters were all you needed to become an arcade game master. Four games from the big '80s are included—Defender, Joust, Robotron: 2084 and Sinistar.

Defender is probably the greatest of Midway's hits and the game people remember best. The simple starship shooter game is a side-scroller with a difference—you can reverse direction any time you'd like. Occasionally, the enemy aliens will accidentally drop the humans they are trying to harvest—catch them for big points.

Joust is sort of a misnomer for the action involved in the game. You actually have to avoid being jousted as you try to slam your enemies from above to destroy them. To flap your flying steed's wings, simply press A rapidly.

Save as many humans as possible while blasting alien robot hordes in Robotron: 2084. Watch out for the nasty Hulk Robotrons, which you can't defeat.

By far the most difficult of the four games, Sinistar is a strange space game with an unusual enemy. Players must fly through space blasting planetoids to pick up Sini-bombs to destroy the phantom menace of Sinistar. Avoid enemy ships as you collect Sini-bombs from destroyed planetoids.



Jump into hyperspace in Defender by pressing the R Button. You'll temporarily disappear off the screen, which might save you from blowing up one of your ships.

You're not actually jousting your enemies in Joust. They're ready to joust you, but all you can do to stop them is bonk them on the head. Pick up the eggs they drop before new knights emerge to joust again.

DISNEY'S DONALD DUCK ADVANCE

DONALD DUCK DEMONSTRATES FEATHER-FLYING FURY IN A QUEST TO SAVE DAISY

GENRE: *ACTION*
PLAYERS: *1*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *UBI SOFT*
WEBSITE: *UBISOFT.COM*

EVERYONE E CONTENT RATED BY ESRB
Mild Violence

Side-scrolling action, Disney style, comes to Game Boy Advance in the form of Disney's Donald Duck Advance from Ubi Soft and Disney Interactive. When Merlock, a crazy magician, ducknaps Daisy, Donald gets mad, then he gets quacking in a mission to save his friend. Donald must make his way through 18 levels in four big environments and take on many tough challenges.

Gyro Gearloose helps Donald travel from one destination to the next by way of the Gyro-Gamma-Tubal-Teleport. To teleport, Donald must collect three charged Energy Spheres then make his way to the machine. Magic Books charge the spheres. When Donald opens a Magic Book, the closest sphere pulses with energy and a timer starts ticking. You must guide Donald to the sphere before time runs out and the sphere loses its charge. In addition to books and spheres, you can find some helpful items, including extra lives and stars of three colors. If you collect enough stars, you can earn another extra life.

The action starts on Duckie Mountain, where you will battle a variety of dangerous creatures, including wild birds, porcupines and curious bushes with legs. In one level, a bear will chase you from the starting point to the exit. If you dawdle, the bear will catch you. The second group of levels is set in and above the streets of Duckburg. From there, it's off to Magica De Spell's Manor, then Merlock's Castle, where you will finally face off with the magician.

Your adventure begins in Duckie Mountain, where you will take on natural dangers, such as porcupines, bears and waterfalls.

After you read each Magic Book, you will have only a few seconds to reach the closest Energy Sphere before it loses its charge.

Bust It!
The addictive hit puzzle game is back – bustin' loose on the *Game Boy® Advance* system. Shoot through walls of bubbles by matching up the colors in threes. Sound simple? Think again. You'll need tight aim and mad skillz to bust moves through Normal, Classic, and 2-player Battle Modes!
READY
GAME BOY ADVANCE
SUPER BUST-A-MOVE
EVERYONE
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CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.
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JACKIE CHAN ADVENTURES

JACKIE CHAN SHOWS OFF HIS FLYING FISTS IN AN ACTION-PACKED STREET FIGHTER.

GENRE: *ACTION*
PLAYERS: *1*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *ACTIVISION*
WEBSITE: *ACTIVISION.COM*

EVERYONE E — CONTENT RATED BY ESRB

Violence

Globe-trotting archaeologist and action hero Jackie Chan takes on a gang of evil martial artists in Jackie Chan Adventures: Legend of the Dark Hand. Based on the Kids' WB! cartoon, the game puts you in Jackie's fast-moving shoes as he tries to recover eight scrolls that hold ancient kung fu powers before the members of the Dark Hand gang can use the powers for their evil plans.

The game plays like Capcom's Final Fight One, only with smoother animation and more of a stylized cartoon feel. After you clear enemies away from your general vicinity, you can move on to the next area, where more enemies await. As you fight, you can pick up items and toss them at your enemies. You can even pick up some enemies. Your fighting moves include several types of punches, kicks and clock-cleaning combos.

When you collect special scrolls, you'll learn more kung fu moves, like the Spinning Scissor Kick, Running Head Butt, Flurry Punch and Three-Kick Combination.

The game features three levels of difficulty and a password system that allows you to save your progress. As you make your way through the levels and collect points, you'll earn martial arts belts that signify your fighting power.

Cartoon characters such as Uncle, Jade and Captain Black make appearances in the game.

Laying down the multipunch and kung fu combos, Jackie Chan takes on one fighting gang after the next, in search of the ancient scrolls.

With the scrolls in hand, you can perform a new collection of fighting moves.

SPYRO: SEASON OF ICE

VIDEO GAME STAR SPYRO MAKES HIS NINTENDO DEBUT IN AN ALL-NEW ADVENTURE.

GENRE: *ACTION*
PLAYERS: *1*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *UNIVERSAL INTERACTIVE*
WEBSITE: *UNIVERSALINTERACTIVE.COM*

EVERYONE E — CONTENT RATED BY ESRB

When Grendor the Rhynoc makes off with a magical spell book and freezes a group of 100 fairies in ice, adventurous dragon Spyro sets off to right Grendor's wrongs in Spyro: Season of Ice.

Since Spyro can breathe fire, it's quite easy for him to free fairies who are encased in ice. The trick is finding them, as they are scattered over more than 20 Fairy Realms, such as the molten Lava Prarie and the Mermaid Coast beach resort, which has been overtaken by pirates. As you guide Spyro through his adventure, you'll earn passage to the realms by releasing fairies. The more fairies you free, the more realms you'll be able to enter.

In every new realm you will find valuable items, more fairies and citizens who need your help. You can aid them by defeating the multitude of Rhynocs that have followed Grendor into the worlds of the fairies.

While Spyro glides with his dragon wings and fries enemies with his fiery breath, Sparx the dragonfly tags along and collects precious stones and other treasures.

In addition to the isometric adventure levels, there are 3-D racing levels and overhead 2-D shooter levels in which you will guide Sparx past fast-flying enemies. An additional bonus level awaits you once you collect all fairy and gem in the Fairy Realms.

Grendor the Rhynoc has frozen 100 fairies. You can thaw them out with Spyro's fiery breath.

Flying and frying are Spyro's specialties. You'll use those abilities to save fairies and rescue citizens from Rhynocs.

Lady Sia™
She Lives For Adventure
She Fights to Save Her Kingdom
She Needs You to Watch Her Back!
Lady Sia, bold defender of a world overrun by a hideous race of beastmen, stands alone against the ruthless T'soas. Fighting her way across land, sea and air to free political prisoners and collect weapons, she must harness the elemental magic of flood, firestorm and lightning for a final showdown against an unforgiving foe.
36 magical maps across 4 unique worlds.
32 bizarre enemies, including voracious Chameleonmen, sword-wielding Waspmen, the Giant Walrus and the Foxwoman
Multiple in-game puzzles and secret levels waiting to be discovered
Lady Sia morphs into a giant Sasquatch to battle enormous boss sprites
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COLUMNS CROWN

FIND THE CROWN AND SAVE YOUR KINGDOM IN THIS CLEVER PUZZLE GAME.

GENRE: *PUZZLE*
PLAYERS: *1 TO 2*
GAME LINK: *MULTI-PAK / SINGLE-PAK*
RELEASE: *WINTER 2001*
PUBLISHER: *THQ* **WEBSITE:** *WWW.THQ.COM*

RATING PENDING RP CONTENT RATED BY ESRB — Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

Columns Crown is the latest in a long and impressive line of addictive puzzle games from Sega.

Our heroine, Princess Dazzle, has been commanded to find the 24 mysterious jewels necessary to create a crown. Once the jewels are found, Dazzle will become queen and receive any wish she desires. But the gems are scattered across the kingdom, and the only way to retrieve them is to win them back in puzzle contests.

The mechanics of Columns Crown are similar to both Tetris and Pokémon Puzzle Challenge. Gems fall from the sky in groups of three, and you can change the order from top to bottom with the A and B Buttons. If three or more gems touch each other in any direction—including diagonally—the jewels will disappear. Players can use falling gems to trigger linked combos and gain more points.

There are three modes of play: Survival, Vs. and Flash Columns. Survival Mode lets you play as long as you can, while gem thieves challenge you in Vs. Mode. (You can also challenge a friend in Vs. Mode using either one or two Game Paks). Flash Mode begins with gems already on screen. The goal is to eliminate them in a short period of time.

If you earn a high score, you will receive a gem with a special power, allowing you to drop blocks on your opponent or clear out your own gems with a laser.

The addition of diagonal angles adds a new element of strategy to a familiar puzzle setup. In addition to challenging a friend in vs. Mode, you can also trade gems back and forth.

The music and graphics are bright and cheery, but the puzzles are fast and furious. The computer will offer you a letter grade and advice after each round.

TOM AND JERRY: THE MAGIC RING

THE CARTOON CAPERS OF EVERONE'S FAVORITE CAT AND MOUSE TEAM HIT GBA.

GENRE: *ACTION*
PLAYERS: *1*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *NEWKIDCO*
WEBSITE: *NEWKIDCO.COM*

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

Classic cartoon characters join forces with the portable might of Game Boy Advance in Tom and Jerry: The Magic Ring, based on the cat-and-mouse team's latest full-length cartoon video.

When a mysterious magician asks Tom to keep his magic ring from harm's way, Jerry, the mischievous mouse puts the ring on his head, wearing it like a crown, and proceeds to get it stuck. That sends Tom and Jerry on a cat-and-mouse chase through eight areas, where they encounter dozens of enemies and use a collection of weapons to fight them off.

You can control either Tom or Jerry through the game's levels, with the same basic results. You'll swing bats and shovels and toss eggs, plates, bottles and other items in an effort to fight off the enemies. If you're controlling Tom, you'll collect fish for extra energy. If you're controlling Jerry, you'll collect cheese.

Once you defeat all of the enemies in an area, you can move on to the next area to take on another collection of baddies. The enemies include boss characters, like the plate-throwing matron of the house where Tom and Jerry live. Other well-known Tom and Jerry characters featured in the game include Spike, Tyke, Nibbles and Butch the bulldog.

A password feature allows you to save your progress as you make your way through the game's levels.

Jerry gets in trouble by wearing a magician ring as a crown. Tom gives chase.

You'll pick up a variety of weapons and participate in cartoon shenanigans in eight big areas.

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ROAD TO WRESTLEMANIA

THE WORLD WRESTLING FEDERATION MUSCLES ITS WAY ONTO GAME BOY ADVANCE.

GENRE: *SPORTS*
PLAYERS: *1 TO 4*
GAME LINK: *SINGLE-PAK*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *THQ*
WEBSITE: *THQ.COM*

EVERYONE E CONTENT RATED BY ESRB
Violence

Steve Austin, The Rock, Kane and the Undertaker lead a cast of more than 20 World Wrestling Federation Superstars in a game that will decide who rules the wrestling world.

There are many ways to play. You can play an entire season and lead your Superstar to the Wrestlemania Heavyweight Title, enter the Gauntlet, play an exhibition match, enter the King of the Ring tournament, join the Royal Rumble or set up your own pay-per-view event. In the Gauntlet and the Royal Rumble, you'll go up against every character in the game in a single match. Match styles include tag matches, triple-threat matches and cage matches. Talk about variety!

Every Superstar has a huge selection of moves, including grapple moves, running moves, a finishing move and the ability to climb the walls in cage matches. By doing well, you can build up your Superstar's Adrenaline Meter. When it tops out, you can perform the wrestler's signature move.

The game uses a password system to save your progress over the course of the season.

Up to four players can join in on the action with a single Game Pak, a Game Advance for every player and enough Game Boy Advance Game Link Cables to hook them together.

Take the wrestling Superstar of your choice through an entire season to the ultimate wrestling championship—Wrestlemania.

Game modes include the King of the Ring tournament and the Royal Rumble, where you will take on every Superstar in the book.

SPONGEBOB SQUAREPANTS: SUPERSPONGE

GRAB YOUR SPATULA AND SOAK UP THQ'S SEAFARING SIDE-SCROLLER.

GENRE: *ACTION*
PLAYERS: *1*
GAME LINK: *MULTI-PAK*
RELEASE: *WINTER 2001*
PUBLISHER: *THQ*
WEBSITE: *THQ.COM*

EVERYONE E CONTENT RATED BY ESRB
Comic Mischief

Nickelodeon's hopelessly happy, spatula-loving sponge may be square, but he's hip to goofy platformer action. Based on the episode "Mermaid Man and Barnacle Boy," SpongeBob SquarePants: Supersponge plunges you to the depths of Bikini Bottom, where SpongeBob's superhero idols put him through a series of side-scrolling trials to see how far he'll go to score their autographs.

In each of the game's five chapters, Mermaid Man and Barnacle Boy will challenge the starstruck SpongeBob to carry out outrageous tasks. In Sandy's level, SpongeBob surfaces to scale a tree, and you must find a puddle of water at least every 20 seconds to soak him in or he'll dry up.

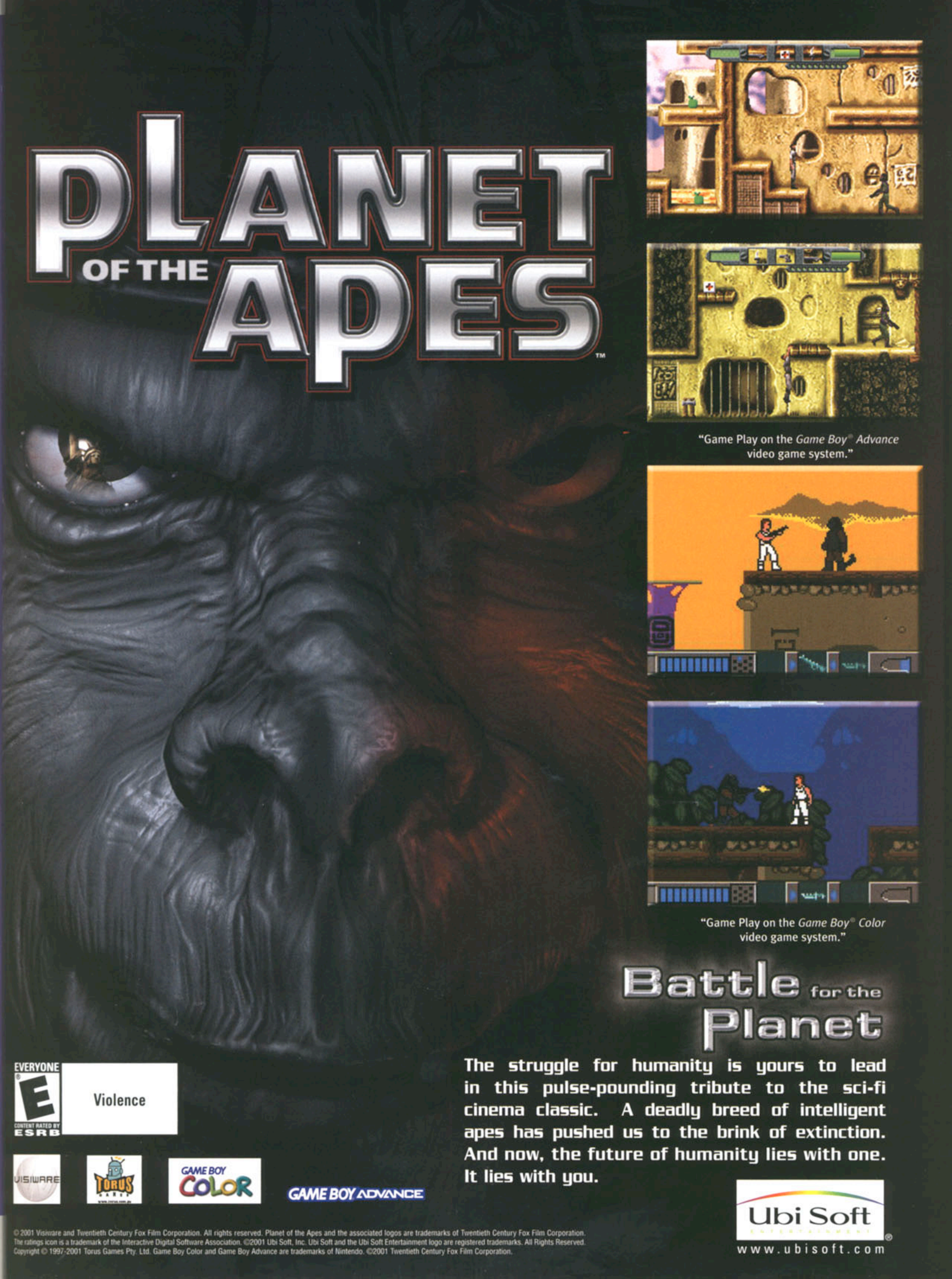
The 20-level adventure features quirky quests and even wackier weaponry. Five weapons, including a Bubble Wand, Jellyfish Launcher and Coral Blower, are at your disposal, while goofy power-ups like Underpants and Spatulas reward you with extra lives.

As you hop, skip and butt-bounce your way across the seafloor, you'll encounter the Flying Dutchman, a Robotic Sub-Shark and other deep-sea dangers.

If you're a fan of the show, you'll want to soak up all the silliness. SpongeBob SquarePants: Supersponge stars all of the show's popular characters, and the hop-and-collect adventure is awash in nautical Nickelodeon nuttiness.

SpongeBob can conquer the deep-blue sea by catching jellyfish in his net and throwing them at enemies. The square can also fend off the fish with his karate chop and butt bounce.

In classic platformer form, Supersponge features plenty of jumping action. On your way to Sandy's Tree Dome, you must use bird nests to bounce your way up the branches. You'll need water, too, since the air will dry you up if you don't soak every 20 seconds.


PLANET OF THE APES™
"Game Play on the Game Boy® Advance video game system."
"Game Play on the Game Boy® Color video game system."
Battle for the Planet
The struggle for humanity is yours to lead in this pulse-pounding tribute to the sci-fi cinema classic. A deadly breed of intelligent apes has pushed us to the brink of extinction. And now, the future of humanity lies with one. It lies with you.
EVERYONE
E
CONTENT RATED BY ESRB
Violence
VISIWARE
TORUS GAMES
GAME BOY COLOR
GAME BOY ADVANCE
Ubi Soft ENTERTAINMENT
www.ubisoft.com
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RAMPAGE PUZZLE ATTACK

CLEAR AWAY WRECKAGE CAUSED BY RAMPAGING BEASTS IN A PUZZLE CHALLENGE.

GENRE: *PUZZLE ACTION*
PLAYERS: *1 TO 2*
GAME LINK: *SINGLE-PAK*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *MIDWAY*
WEBSITE: *MIDWAY.COM*

EVERYONE E CONTENT RATED BY ESRB

The classic monster-mashing, city-crumbling arcade game, Rampage, provides the background for block-clearing puzzle action in Rampage Puzzle Attack from Midway. A group of colored blocks litters the bottom of the playfield, while a horizontal line of blocks with which you can interact hovers over them. You must line up and drop the hovering blocks to match special detoblocks with the blocks on the pile. When you make matches, the pile diminishes and eventually disappears.

In Clear Mode, you must clear away every block in the playfield then move on to the next block pile. Puzzle Mode challenges you to clear away the blocks in a set number of moves. In Rescue Mode, you must clear blocks away from caged creatures to set them free. Marathon Mode has you clearing away a pile of blocks that steadily grows.

You can play the game's two-player modes with two Game Boy Advance systems, a Game Boy Advance Game Link Cable and a single Game Pak. Two-player games include Rescue Mode, Score Mode and Attack Mode. In Score Mode, you must outscore your opponent in a one-minute challenge. In Attack Mode, you can send blocks over to your opponent when you make combos.

Several Rampage creatures appear in the game, including George, the giant ape, and Lizzie, the lizard. They give you encouragement as you clear away the blocks.

The object of Rampage Puzzle Attack is to clear away debris at the bottom of the screen by using detoblocks to match colors.

In Rescue Mode, you can save monsters by clearing the blocks around them.

CRUIS'N VELOCITY

CRUIS'N FOR A HIT, MIDWAY'S CRUIS'N VELOCITY TAKES THE GBA TO THE STREETS.

GENRE: *RACING*
PLAYERS: *1 TO 4*
GAME LINK: *MULTI-PAK*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *MIDWAY*
WEBSITE: *MIDWAY.COM*

EVERYONE E CONTENT RATED BY ESRB

Mixing fantasy-oriented fun with street racing, Cruis'n Velocity gives you the chance to get behind the wheel of 11 wildly different cars and race on a large number of tracks.

In Freestyle Mode, you can select any car and any unlocked track for a single race. In Cup Mode, you can participate in a series of races that begin in Las Vegas. If you do well, you can move on to races in Ireland, on Mars at and several other racing destinations. Cup Mode features three levels of difficulty. You can unlock a third game mode if you win in Cup Mode at the highest level of difficulty.

While the courses change in background style, they all feature narrow tracks, high walls and a lot of sharp turns.

Selectable racing machines include a jetcar, a taxi, a surf van and a police car. You'll be able to choose from seven cars at the beginning of the game and unlock four more cars as you go. The cars vary in four stats: speed, acceleration, grip and available turbos. The cars that you start with have balanced stats. The unlockable cars tend to be very strong in some categories and very weak in others. For every car, you can select automatic or manual transmission.

Multiplayer linked races for up to four players require systems and Game Paks for every player and enough GBA Game Link Cables to link the systems together.

Cruise through more than 10 tracks with a variety of cars. The cars range in basic speed and handling categories.

If you do well in Cup Mode, you can unlock cars, tracks and even another game mode.

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SHAUN PALMER'S PRO SNOWBOARDER

SLIDE, FLY AND SCORE SPONSORS IN A TRICK-PACKED WINTER CHALLENGE.

GENRE: *SPORTS*
PLAYERS: *1 TO 4*
GAME LINK: *MULTI-PAK*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *ACTIVISION*
WEBSITE: *ACTIVISION.COM*

EVERYONE E CONTENT RATED BY ESRB

Take to the slopes with extreme boarder Shaun Palmer and three other pros in a multiple-event snowboarding competition. You can learn the basics in the Tutorial, take on a single event in Freestyle Mode, embark on a snowboarding career or link up with other players in Vs. Mode.

Each of the game's four locations features two or three events. Freestyle events challenge you to accomplish goals in the style of the Tony Hawk's Pro Skater series. Goals include high scores, letter collection (spell "SHRED") and special tricks in set locations. Palmer X events are all-out races from top to bottom. In Superpipe events, you must do tricks and collect floating points in a long halfpipe. The Freestyle and Palmer X events are shown in an isometric view. Superpipe events have more of a full-on 3-D style.

The ultimate goal of all events in Career Mode is to earn sponsors. When you earn enough sponsors, you can unlock locations and collect new boards.

In addition to Shaun Palmer, the participants are Tara Dakides, Ingemar Backman and Shaun White. Every boarder varies in five skill areas: ollies, spins, speed, acceleration and control. When you earn new boards, you can augment those skills and ride with a well-balanced boarder.

The game's multiplayer Vs. Link Mode requires GBAs and Game Paks for every player, plus GBA Game Link Cables.

Soar over the slippery slopes of Shaun Palmer's Pro Snowboarder and land a pile of tricks for big points. Freestyle and racing events are presented in an isometric view.

Superpipe events are shown in a straightforward 3-D view. The goal is to fly off the sides of the halfpipe, collect points and make it to the finish line in a set time.

MAT HOFFMAN'S PRO BMX

KICK OUT THE JAMS PRO BMX STYLE WITH MAT HOFFMAN AND A HOST OF RIDERS.

GENRE: *SPORTS*
PLAYERS: *1 TO 2*
GAME LINK: *MULTI-PAK*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *ACTIVISION*
WEBSITE: *ACTIVISION.COM*

EVERYONE E CONTENT RATED BY ESRB

Mat Hoffman and seven other BMX pros soar past the competition with a fast, fun and smooth-riding extreme sports exhibition from Activision. Loaded with playing modes and packed with tricks, the game delivers the same kind of thrills and fun as the Game Boy Advance version of Tony Hawk's Pro Skater 2.

The Training Mode gets you into shape for competition with a load of valuable lessons on vert tricks, spine tricks, stalls, air combos and much more. When you're ready to ride for real, you can enter the Career, Tournament, Free Ride or Time Trial Mode.

Career Mode challenges you to reach a collection of goals in six different settings, such as the Hoffman Bike Factory, a construction yard, the London Underground and a CFB competition. As you complete goals, you will earn magazine covers and unlock advanced levels.

The Tournament is a collection of competitions with other pros in Career Mode locations. Free Rides also take place in unlocked Career areas. In Time Trial Mode, you will compete against the clock on four different dirt tracks, earning more time to complete the courses as you perform tricks.

Two-player games require two GBAs, two Game Paks and a GBA Game Link Cable. They include a score-based competition, a variation of Tag and a Tug-of-War.

Career Mode challenges you to travel to six different locations and accomplish a collection of high-flying goals.

Hit the dirt riding in the Time Trial Mode and perform a collection of big tricks to earn more time. When you finish one course, you'll be able to move on to the next one.

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TEEN
T
CONTENT RATED BY ESRB
Violence
DOLBY DIGITAL
BATMAN™
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Next Gen Action with over 500 animated Batman moves
Next Gen Gear including 10 devices like remote charges
Next Gen Combat with intense martial arts combos
For more info visit www.ubisoft.com/batmanvengeance
PlayStation 2
GAME BOY ADVANCE
XBOX
NINTENDO GAMECUBE
Ubi Soft
www.ubisoft.com

MADDEN NFL 2002

PLAY A GAME OR A SEASON WITH THE BEST IN THE BUSINESS—JOHN MADDEN.

GENRE: *SPORTS*
PLAYERS: *1*
RELEASE: *NOVEMBER 2001*
PUBLISHER: *ELECTRONIC ARTS*
WEBSITE: *WWW.EASPORTS.COM*

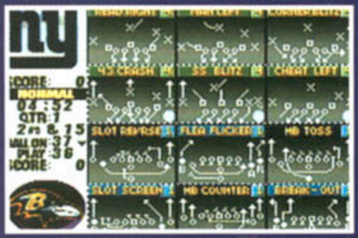
EVERYONE E CONTENT RATED BY ESRB

Hard-hitting football action comes to the Game Boy Advance with the undisputed king of the gridiron, Madden 2002. Sporting all 32 NFL teams (plus the expansion Houston Texans and an All-Madden team), complete rosters and the ability to play a single game, full season or play-offs, you won't be left wanting for football.

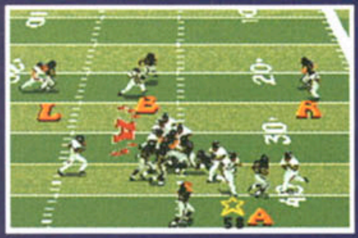
Though some features of console Madden titles are absent—such as Franchise Mode and the ability to trade players—Madden 2002 does a great job of retaining the style and feel of the series. Players can select from over 150 offensive plays launched from a wide variety of formations, while a plethora of defensive and special team plays round out the mix.

Madden has always been about control, and the GBA version is no different. You can set a player into motion, try a fake snap or even call an audible from the line of scrimmage. Passing is as simple as tapping a button to bring up icons, then tapping another button to throw to the corresponding receiver. Fans of the running game will also be in football heaven, as players have the ability to hurdle, dive, spin, lateral and accelerate on the fly. Players can also control penalty and difficulty settings and sub players for either a certain formation or the entire game.

It all comes together to create a deep, satisfying and true-to-life football experience.



You want plays? You've got plays. Over 150 different strategies, from straight-ahead runs to convoluted flea flickers, are yours to use.



Players are well rendered and easy to see. The large button icons make passing and receiving a snap.

MONSTER RANCHER ADVANCE

RAISE A VARIETY OF MONSTERS, TRAIN THEM AND TAKE THEM OUT TO BATTLE.

GENRE: *SIM*
PLAYERS: *1 TO 4*
RELEASE: *JANUARY 2002*
PUBLISHER: *TECMO*
WEBSITE: *TECMOINC.COM*

EVERYONE E CONTENT RATED BY ESRB
Comic Mischief

Tecmo's Monster Rancher series comes to Game Boy Advance with a game that teaches you the care and feeding of monsters. As a well-known monster rancher, you have been enlisted by the Age Monster Association to help the owners of a failing monster ranch. Your task is to create and raise monsters, teach them fighting techniques and guide them through monster tournaments. The success of the ranch is in your hands.

Monster creation is fast and easy. Enter the Age Shrine and make up a four-character combination of letters and numbers. Bolzoi, the supervisor of the shrine, will take that "word" and use it to develop a new monster.

Once you have a monster, you must feed it and train it in six different disciplines. You can also give your monster special training if you have enough cash. As time goes by, you will enter your monster in tournaments. If your monster does well, it will earn money and fame.

You can freeze your creations for future use in the studio. You can also combine two monsters to create a monster of an entirely different variety. When you develop a monster with strong characteristics, you can promote the monster to become a training coach for your other creations.

Multiplayer action allows up to four monster ranchers to link up and pit their monsters against each other.

Enter any combination of letters and numbers in the Shrine to create a new monster.

After you feed and train your monster, you can enter a tournament for cash and fame.

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MIDNIGHT CLUB STREET RACING

WHEN THE CLOCK STRIKES 12, A GANG OF DARING RACERS TAKES TO THE STREETS.

GENRE: *RACING*
PLAYERS: *1*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *DESTINATION SOFTWARE*
WEBSITE: *DESTINATIONSOFTWAREINC.COM*

EVERYONE E CONTENT RATED BY ESRB

The overhead-view action of Midnight Club Street Racing, from Destination Software, takes place in the crowded confines of New York and London. The object is to navigate the streets, keep up with other street racers and prove yourself to be a fearless creature of the night.

Arcade Mode features three styles of play. The Cruise option is a limitless joyride around the city. Head-to-Head action pits you against a computer-controlled opponent. Waypoint racing gives you a chance to outrace a group of drivers on a set course.

Career Mode takes you from one racing challenge to the next. Many of the challenges require you to follow another driver closely until you have proven your traffic-dodging, street-racing skills.

You'll start with a taxi, and you'll earn more cars as you win races and extend your career. The 42 available cars include sports cars, cruisers and some wacky choices, such as an ice cream truck, a double-decker bus and six different police vehicles. Car attributes vary in four categories: top speed, acceleration, handling and durability.

You can also adjust traffic levels and view the biographies of eight Midnight Club street racers. As you advance through your career, you'll be able to save your progress with a passcode.

Midnight Club Street Racing challenges you to race through the streets of New York and London with plenty of unlockable cars, races and options.

Many of the game's races challenge you to keep up with another street racer. Don't let your opponent get out of your sight.

PLANET OF THE APES

GET YOUR PAWS ON THIS GAME, YOU DIRTY HUMAN!

GENRE: *ACTION*
PLAYERS: *1*
RELEASE: *NOVEMBER 2001*
PUBLISHER: *UBI SOFT*
WEBSITE: *WWW.UBISOFT.COM*

TEEN T CONTENT RATED BY ESRB
Violence

Imagine a world where apes walked and talked and humans were kept in cages and forced to perform backbreaking labor. No, it's not the NPA office, it's Ubi Soft's Planet of the Apes, and it's available on GBA.

As a seasoned astronaut for the USNSA, you have been chosen to fly into deep space and find Captain Taylor, an astronaut who has gone missing. Your quest leads you to a planet where apes rule supreme and humans are hunted.

Your character, Ben, has a wide variety of moves at his disposal, including a walk, run, jump, crouch and roll. He can also track down and use a variety of weapons such as knives, pistols and machine guns. You will need all of your physical and sharpshooting skills to survive the hostile landscapes.

The levels are designed in standard platformer style, with lots of pits to jump and cliffs to scale. You must also collect flags as you move through the levels. If you find all 10 flags, you'll be rewarded with a health pack. The game keeps a tally of items found and enemies eliminated and shows your score at the end of each level. Finally, you can save your game with a password feature.

If you're looking for a thumb-twitching game that conjures up fond memories of Charlton Heston, look no further than Planet of the Apes.

Even if apes are numero uno, don't expect to spend much time in the treetops. You'll need to explore deserts, canyons and cities as you search for your missing companion.

Apes aren't the only problems you'll encounter. Local wildlife and geography can wreck havoc on the rescue mission.

MEGAMAN BATTLE NETWORK
GAME BOY ADVANCE
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Classic RPG Adventures.
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BREATH OF FIRE
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GAME BOY ADVANCE
EVERYONE E
MILD VIOLENCE
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MECH PLATOON

BUILD AN ARMY OF MASSIVE ROBOTS AND CONQUER THE UNIVERSE.

GENRE: *STRATEGY*
PLAYERS: *1 TO 2*
GAME LINK: *MULTI-PAK*
RELEASE: *NOVEMBER 2001*
PUBLISHER: *KEMCO*

EVERYONE E CONTENT RATED BY ESRB
Mild Violence

Mech Platoon is the first real-time strategy game for the Game Boy Advance. Reminiscent of such titles as Starcraft 64, Command and Conquer and Warlocked, Mech Platoon brings challenging strategy and real-time fun to the palm of your hand.

In the distant future, three warring nations have fought each other to a draw. Five resource-rich planets represent the best hope for breaking the stalemate and emerging triumphant—but only for the nation with the cunning and guile to conquer all five planets.

There are over 30 missions in the game, in addition to an in-depth Tutorial Mode. You'll receive a mission briefing at the start of each campaign, then be let loose to fulfill your objectives in whatever way you see fit. You'll need to construct bases, laboratories and more as you design and build your army of robots. Natural resources also play a role, as you must mine minerals so you can construct your forces.

Mech Platoon throws a surprising twist into the traditional strategy genre with the addition of a recycling feature. Your units can scrounge battlefields for spare parts that were blasted off enemy units. You can then use the parts to upgrade your own units, allowing you to create new and powerful kinds of robots. With plot twists, lengthy missions and some seriously clever enemy AI, Mech Platoon is one title that strategy fans of all stripes should check out.

You can have up to 60 units on the screen at the same time without a hint of slowdown. Pop-up maps and other helpful features make giving orders a breeze.

Your robots have three separate features: weapons, bodies and legs. As you collect scrap from various battlefields, your troops will become more skilled.

ALIENATORS: EVOLUTION CONTINUES

SURVIVAL OF THE FITTEST GOES SCI-FI IN ACTIVISION'S ALIEN SHOOT-OUT.

GENRE: *ACTION*
PLAYERS: *1*
RELEASE: *WINTER 2001*
PUBLISHER: *ACTIVISION*
WEBSITE: *WWW.ACTIVISION.COM*

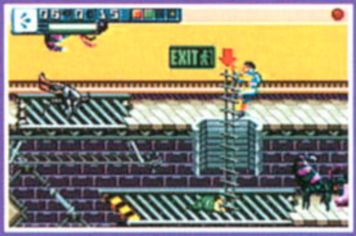
EVERYONE E CONTENT RATED BY ESRB
Violence

Evolved from the Fox Kids cartoon series, Activision's Alienators: Evolution Continues is a sci-fi side-scroller loaded with big guns and even bigger mutant aliens. Armed with a trusty Devolver, you play as Dr. Ira Kane who must infiltrate and secure a bio-research facility that has been overrun by the Genus aliens.

Over 10 slimy, creepy-crawly mutants—including armored Sharkadillos, two-headed Hydrasaurs and raptorlike Chamelakeets—lurk in the game's 12 levels. Ira's Devolver can eliminate the enemies by causing the beasties' DNA to revert to a single cell, but you'll need to power up the weapon because most of the monsters have adapted to it. To upgrade your Devolver, you'll have to scour the multifloor levels to find Blue Goo Grenades, Rapid-Fire Attachments, Rocket-Propelled Goo Attachments and other power-ups.

Alienators is big on alien-blasting action, but the game's not all trigger-happy fun. In every level, you'll have an objective, so when you're not busy hopping over pools of toxic slime or dodging incoming Aerial Weasels, you'll have to carry out tasks, such as shooting out security cameras, plugging up air ducts with Goo or collecting data disks.

With the Alienators mix of objective-based missions and shoot-'em-up side-scrolling, Activision has taken the platform game to the next step of evolution, and it's pure, hyper-ballistic fun.



Alienators is filled with plenty of shoot-'em-up action, so you'll be able to arm yourself with all sorts of heavy firepower. Enemies appear everywhere—on the ceiling, on the floor or flying overhead—so be ready to aim your Devolver in every direction.

In the seventh level, mutant gas floods the area. Dr. Kane can't survive the fumes, so you'll have to race across the level, keeping him several steps ahead of the spreading gas (and several steps away from the patrolling Genus aliens).

SEARCH! CREATE! DESTROY!

JURASSIC PARK III™

Now, the year's biggest movie comes to the year's smallest console. Introducing THREE exciting new Jurassic Park III games for the Game Boy Advance.

Search for missing dinosaur DNA and create new dinosaurs

- 2 fun gameplay modes combining intense action and puzzle shooting
- Use dinosaur abilities to find new levels and uncover paths
- Over 12 levels and 10 species of dinosaurs

JULY 2001

Create and manage your own personalized Jurassic Park

- Breed 140 species of dinosaurs to exhibit in your customized Jurassic Park
- Trade DNA with your friends to complete your dinosaur collection
- Manage everything from the admission price to the stores

SEPTEMBER 2001

Destroy traps and barricades and run from dinosaurs to escape from Jurassic Park Island

- Outmaneuver 8 species of dinosaurs with unique AI and abilities
- Find, use and combine over 25 weapons and items to help you survive
- Fast-paced motorcycle action with a pack of hungry raptors on your tail

NOVEMBER 2001

GAME BOY ADVANCE

EVERYONE E CONTENT RATED BY ESRB

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A Note to Parents: The Jurassic Park films are rated PG-13. Consult www.filmratings.com for further information.

KONAMI

DAVE MIRRA FREESTYLE BMX 2

JUMP, GRIND AND CRANK UP THE VOLUME IN A BMX FREESTYLE FREE-FOR-ALL.

GENRE: *EXTREME SPORTS*
PLAYERS: *1 TO 2*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *ACCLAIM MAX SPORTS*
WEBSITE: *ACCLAIMMAXSPORTS.COM*

EVERYONE E CONTENT RATED BY ESRB

A dozen Freestyle BMX pros, including Dave "Miracle Boy" Mirra, Ryan Nyquist and Kenan Harkin fly through six ramp- and rail-packed courses in an exhibition of extreme biking ability from Acclaim Max Sports. Dave Mirra BMX Freestyle 2 is a chip off the Tony Hawk block with the same types of camera control, courses and challenges that made Tony Hawk's Pro Skater 2 a hit for Game Boy Advance.

You can participate in the goal-oriented Proquest, a single session in the unlocked course of your choice, a free ride with no time limit, or a two-player challenge. The Proquest includes a long list of goals in every course. As you complete every goal, you'll earn experience points. When you earn enough experience points, you will be able to advance to new courses.

The first course is Woodward Camp's Cloud 9 hanger. After you've demonstated your vert skills on Cloud 9's ramps and quarterpipes, you can move on to a Brooklyn skate park, a Texas warehouse, the grounds of a high school in Illinois, Woodward Camp's Titanic ramps and a car park in Chicago.

Course challenges include high scores and sick tricks, item collection and specialized jumps and grinds.

Smooth game play, great character animation and tons of tricks make DMF BMX 2 a winner for BMX Freestyle fans.

BMX Freestyle Pros demonstrate skills in six categories. Select your pro, then select one of five bikes and hit the course.

Two of the game's courses are set in Pennsylvania's Woodward Camp. You'll begin in the camp's Cloud 9 Hanger and, later, take on its Titanic ramps.

TINY TOONS ADVENTURES: BUSTER'S BAD DREAM

A BEAT-'EM-UP GETS TINY, TOONY AND A LITTLE BIT LOONEY.

GENRE: *ACTION*
PLAYERS: *1*
RELEASE: *WINTER 2001*
PUBLISHER: *CONSPIRACY*
WEBSITE: *CONSPIRACYGAMES.COM*

EVERYONE E CONTENT RATED BY ESRB

Conspiracy Entertainment has dreamed up a nightmarish scenario to put in Buster Bunny's looney head: Snakes, bats, Elmyra and other creeps are hot on the rabbit's cotton tail, so the Tiny Toon must don his boxing gloves and go out fighting. Similar to side-scrolling beat-'em-ups like Final Fight, Buster's Bad Dream is a madcap fighting game on the go starring the Tiny Toons and all their Acme Acres antics.

Buster's Bad Dream is surprisingly fast and filled with nonstop fighting action. You play as the rumbling rabbit and assign him a pugnacious partner. You can choose Babs, Plucky, Hamton, Shirley, Sneezer, Fifi or Dizzy to watch your back, and you can summon your partner to unleash a looney assault.

All seven partners have unique attacks, such as Fifi's stink bomb, Plucky's anvil drop and Babs's tennis smash. Just make sure that you hit B to call your cohort when the coast is relatively clear, or an enemy might drain your pal's health meter.

Buster's moves are as fast as a Tasmanian tornado, and you can pound out cool combos, such as conjuring up a shopping cart to mow down enemies. Buster's beat-'em-up bashes out loads of fun and lightning-fast attacks, so while the Toons are tiny, the action is always big.

You play as Buster, wandering through side-scrolling areas to beat up nightmarish creatures. To fend them off, you can use cool combo-based attacks. You can also get by with a little help from your friends—like Plucky Duck, who'll dump anvils on the enemies.

If Buster's cartoon-kickin' moves aren't doing the trick, press B to summon a Tiny Toons helper. If Fifi is your partner, she'll launch a stink bomb. You can choose a new partner before you start adventuring through a new level.

RAYMAN ADVANCE
GAME BOY ADVANCE
• Nintendo.com
"By far, Rayman Advance is one of the most drop-dead gorgeous games we've ever seen on a portable system."
• Gamespot
"Rayman Advance is one of the most visually stunning Game Boy Advance games we've seen."
• Rolling Stone
"Rayman Advance is a perfect adaption of the PlayStation action-puzzle classic, with all sixty-eight levels intact -- definitely the best looking GBA game to date."
GAME BOY ADVANCE
RAYMAN ADVANCE
Ubi Soft
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SUPER BUST-A-MOVE

BUST THE BUBBLES TO SOLVE THE PUZZLES IN THIS SUPER UPDATE.

GENRE: *PUZZLE*
PLAYERS: *1 TO 2*
GAME LINK: *MULTI-PAK*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *UBI SOFT*
WEBSITE: *UBISOFT.COM*

EVERYONE E CONTENT RATED BY ESRB

Gamers have been bustin' moves since the days of the Super Nintendo Entertainment System, and the basic game remains the same. Your mission is to line up three or more bubbles of the same color to break all of the multicolored bubbles before they drop below the deadline near the bottom of the screen. If you leave too many bubbles in play, the ceiling will start to fall as well. Talk about pressure!

There are several modes of move-bustin' play available. Training Mode introduces you to some of the unusual types of bubbles and blocks in Super Bust-a-Move, including Mini Bubbles, Giant Bubbles, Reflection Blocks and Dampa Blocks. Classic Mode allows you to play levels from previous Bust-a-Move games. Normal Mode is the basic one-player game and Versus Mode is the two-player game. CPU Battle Mode allows you to square off against the computer on Normal or Expert difficulty.

The imaginative levels and various bubbles and blocks keep the game play from getting stale, and the strange new characters give a little personality to the puzzler. The GBA's shoulder buttons give players excellent control over their bubble paths. Cheerful if repetitive music keeps the enterprise going along at a brisk pace.

Super Bust-a-Move demands quick reflexes, excellent aim and a bit of strategy.

Mini Bubbles can go where normal bubbles can't. Use them to sneak into tight spaces, where they will grow to normal size once they're placed.

You can choose your character in the CPU Battle and 2P Battle Modes. Each of the eight characters has his or her own unique attack pattern and a funky, futuristic look.

HOT WHEELS: BURNIN' RUBBER

TRICK OUT A PINT-SIZED RACER AND SCREAM FOR THE FINISH LINE.

GENRE: *RACING*
PLAYERS: *1 TO 2*
GAME LINK: *MULTI-PAK*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *THQ*
WEBSITE: *THQ.COM*

EVERYONE E CONTENT RATED BY ESRB

A huge collection of the most popular Hot Wheels cars is at the center of a multimode racer from THQ. The cars are separated into five categories: street rods, super sports, super screamers, muscle cars and sports gallery. You'll begin with a choice of one car per category (each car available in several colors) and unlock more cars as you go.

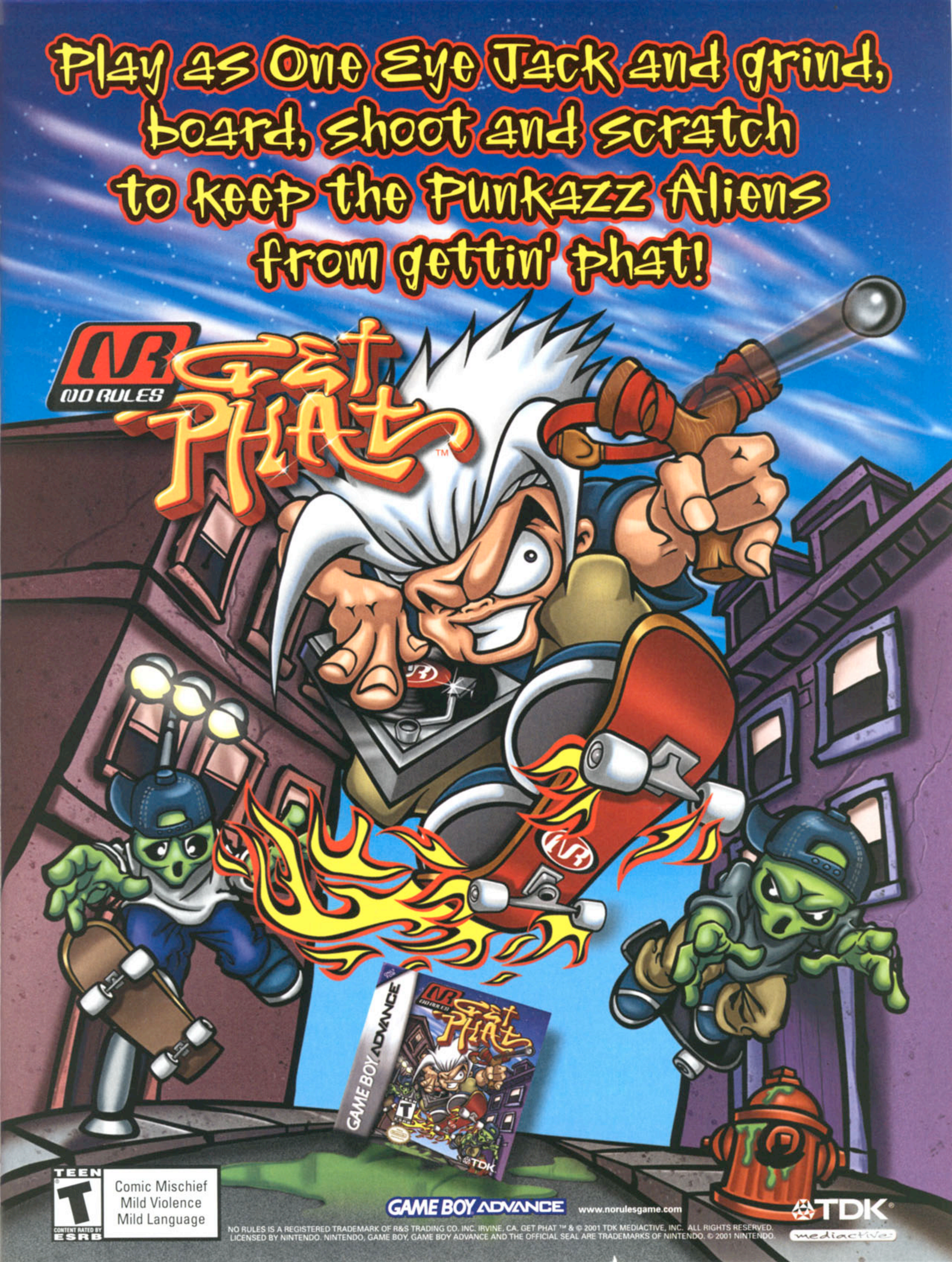
The Grand Prix Mode is a single-player run through every course in the game. When you place in one of the top two positions, you can unlock the next course and move on. High-place wins also result in cash awards that you can use to tune up your car. As you upgrade your engine, muffler, suspension, wheels and other parts, your car will improve in its top speed, acceleration and handling. Every new car part bumps up the stats of your car in different areas.

In addition to the Grand Prix, you can participate in a free race or time trial on any unlocked track. You can also link up with another Hot Wheels: Burnin' Rubber player and participate in a two-player race. Two-player games require two GBAs, two Game Paks and a GBA Game Link Cable.

The courses include a bathroom, a dining table, a billiards table and a beach. They are flat but windy and full of obstacles. Every course features jumps, and most include at least one great shortcut.

Race through a big selection of windy courses in your choice of awesome Hot Wheels racers.

With the money that you earn in the Grand Prix, you can buy new parts and improve the stats of your cars.


Play as One Eye Jack and grind, board, shoot and scratch to keep the Punkazz Aliens from gettin' phat!
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Comic Mischief
Mild Violence
Mild Language
GAME BOY ADVANCE
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TDK
mediactive

ESPN GREAT OUTDOOR GAMES: BASS 2002

REEL IN THE FUN WITH A NEW FISHING GAME FROM ESPN AND KONAMI.

GENRE: *SPORTS*
PLAYERS: *1 TO 2*
GAME LINK: *MULTI-PAK*
RELEASE: *NOVEMBER 2001*
PUBLISHER: *KONAMI*
WEBSITE: *WWW.KONAMI.COM*

EVERYONE E CONTENT RATED BY ESRB

Konami and ESPN land the big one with ESPN Great Outdoor Games: Bass 2002. Sporting three modes of play, Tournament, Free Fishing and Multiplayer (which requires two GBAs and two copies of the game), Bass 2002 is the best fishing game yet on a handheld system.

If you choose to play in Free Fishing Mode, you'll be able to fish in any of the 30 lakes and ponds that dot the landscape. If Tournament Mode is your way to play, you'll face off against the greatest fisherman in the world, racing to see who can land the five largest fish of a given variety—including bluegills and a wide variety of bass.

The mechanics of fishing are easy to learn. Upon selecting a site to fish, you can choose from 15 different lures with unique properties. A power meter pops up at the bottom of the screen to show the strength of your cast. Once in the water, you can maneuver your lure by reeling in or playing out the line. You'll also need to consider the depth of the water, the time of day and the temperature.

The graphics in Bass 2002, especially the fish themselves, are top-notch. Sounds range from softly lapping water and chirping birds to cheery banjo music that starts when you hook a fish. It's a can't-miss hit for fans of fishing and the outdoors, or anyone who just wants to get away from the hustle and bustle of city life for a little while.

Unlike in some fishing games where you can cast for hours without a bite, the waters of Bass 2002 are well-stocked with a wide variety of gilled marine life.

Fishsticks tonight! Once a fish is hooked, you must reel it in. If the tension gets too high, your line will snap and the fish will escape.

STAR WARS: JEDI POWER BATTLES

FIGHT ENEMIES OF THE REPUBLIC IN A LIGHTSABER-POWERED ACTION BATTLER.

GENRE: *ACTION-ADVENTURE*
PLAYERS: *1*
RELEASE: *NOW AVAILABLE*
PUBLISHER: *THQ*
WEBSITE: *THQ.COM*

TEEN T CONTENT RATED BY ESRB
Mild Violence

With the Trade Federation blocking shipments to the planet Naboo, the task falls on three Jedis to take on Federation forces and save the Republic. The action is fast and frenzied in Star Wars: Jedi Power Battles from THQ.

Playing as Obi-Wan, Qui-Gon Jinn or Mace Windo, you must face a considerable force of enemies that include Federation droids and a large collection of creatures from the worlds of Star Wars: Episode I The Phantom Menace.

Every selectable fighter is equipped with a lightsaber and a collection of fighting moves. You can slash, parry and defend with your weapon, and jump with athletic grace. A double-jump maneuver allows you to jump once, then jump again in midair. As you advance through the game's levels, you'll find power boosts and other items that give you the power to pull off special moves.

The action begins in a Trade Federation battleship and continues through a total of 10 areas, including the swamps of Naboo and the city of Theed. In addition to battling roaming enemies, you must search for keys, save citizens and take on level bosses.

The game features a password system that allows you to save your progress as you move from one level to the next.

Take on Federation forces and wild creatures over 10 action-packed levels as you protect the interests of the Republic.

You'll control your choice of three able Jedis and demonstrate considerable abilities. One of the most useful moves available allows you to reflect the shots of your enemies.

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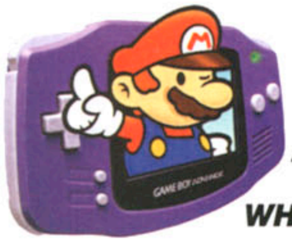
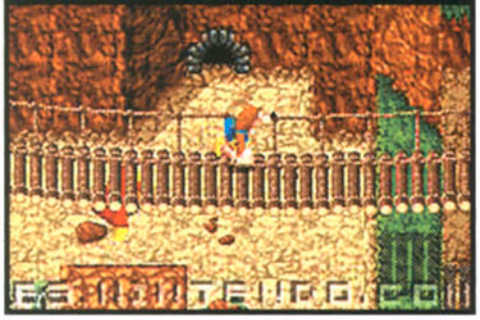


ADVANCE PEEKS

WHAT'S COMING UP FOR GAME BOY ADVANCE

The end of the year wraps up with a slew of big games, and the hits keep coming. The early lineup of games for 2002 suggests that it will be another banner year for Game Boy Advance, with popular heroes like Banjo, Kazooie, Sonic the Hedgehog and Diddy Kong making appearances. No matter what genre you like, there will be a GBA game in store for you, from Nancy Drew's mysterious whodunit to the real-time strategy of Mech Platoon. Next year promises to be great for gaming on the go, and these upcoming hits will keep your gaming going and going until the end of the year.

Banjo-Kazooie: Grunty's Revenge



Nancy Drew: Message in a Haunted Mansion

Sonic the Hedgehog Advance

Mech Platoon

Army Men: Operation Green

Diddy Kong Pilot

Donkey Kong Coconut Crackers

Dark Arena

UPCOMING GAME BOY ADVANCE TITLES

- A BOY AND HIS BLOB
- AERIAL ACES
- AMERICAN BASS CHALLENGE
- ARMY MEN: OPERATION GREEN
- BANJO-KAZOOIE: GRUNTY'S REVENGE
- BONX
- BREATH OF FIRE II
- CRASH BANDICOOT
- CRAZY CHASE
- CREATURES
- DARK ARENA
- DIDDY KONG PILOT
- DOKAPON
- DONKEY KONG COCONUT CRACKERS
- ECKS VS. SEVER
- EUROPEAN SOCCER LEAGUE
- FIEVEL: AN AMERICAN TAIL
- THE FLINTSTONES: BIG TROUBLE IN BEDROCK
- GRAND THEFT AUTO 3
- THE HOUSE OF THE DEAD PINBALL
- THE LAND BEFORE TIME
- LEGO RACERS II
- M&Ms: BLAST!
- M&Ms: LOST IN TIME
- MECH PLATOON
- METROID IV
- MLB SLUGGERS
- MOTO GP
- NANCY DREW: MESSAGE IN A HAUNTED MANSION
- NFL BLITZ 20-02
- PAINTBALL
- PHALANX
- PLANET MONSTERS
- POCKY & ROCKY WITH BECKY
- POWERPUFF GIRLS: MOJO JOJO A-GO-GO
- RAMPAGE PUZZLE ATTACK
- ROGUE SPEAR
- SABREWULF
- SALT LAKE 2002 WINTER OLYMPICS
- SEGA SMASH PACK
- SHEEP
- SHREK KART
- THE SIMS
- SMUGGLER'S RUN
- SONIC THE HEDGEHOG ADVANCE
- *STAR WARS*: JEDI POWER BATTLES
- SUPER MARIO ADVANCE 2
- SUPER MARIO BROS. 3
- SUPERMAN
- TACTICS OGRE GAIDEN
- TARZAN
- TINY TOONS: WACKY STACKERS
- VIRTUAL KASPAROV
- YOSHI'S ISLAND
- YOSHI'S STORY

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